**Yusra Suhail**

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**PROFILE**

Highly motivated and self-directed Software Developer skilled in design, programming, and debugging. Exhibited problem-solving skills through leading multiple projects as an IT consultant, Research Assistant, and a student. Exceptional detail-oriented communication ensuring high-quality work. Passionate about working on Human-Centered designs.

**EDUCATION**

**University of Rhode Island,** Kingston, RI **May** **2025**

**Major:** Master of Science in Computer Science

**University of Rhode Island,** Kingston, RI **May** **2023**

**Major:** Bachelor of Science in Computer Science with a minor inCyber Security

**Honors:** CGPA: **3.93/4.00**, Deans List (All semesters), Centennial Scholar, Summa Cum Laude

**SKILLS**

* Python, C++, C, Rust, Snakemake, Asteroid, Database Designing, SQL, Java, JavaScript, HTML, Bash Scripting, OOP
* Windows, Mac, Linux, Git, GitHub, Microsoft Office, Pandas DB, Bootstrap, Collab Notebooks, Trello
* Database Management, Machine Learning, Numpy, Data Structures, Algorithms, Computer Hardware, Operating Systems

**WORK EXPERIENCE**

**UNIVERSITY OF RHODE ISLAND**

**Graduate Research Assistant (Human-Centered Experiential Technologies Lab) August 2023– Present**

* Collaborating with advisor on Human Computer Interaction research to optimize web user experiences.
* Spearheading a project utilizing JavaScript and Rust for readability studies, tailoring user font preferences for enhanced experiences

**Graduate Research Assistant (Bioinformatics Lab) July 2023 – August 2023**

* Successfully transitioned beyond my expertise to learn Snakemake and construct a specialized mitochondrial variant analysis pipeline for bioinformatics lab.
* Delivered the pipeline within four weeks, showcasing adaptability and rapid skill acquisition.

**Lead Information Technology Service Desk Consultant**   **September 2021 – May 2023**

* Accelerated through promotions from Consultant to Lead within two years for pivotal team contributions.
* Orchestrated inter-departmental communication as primary liaison for URI Information Technology Services (ITS).
* Oversaw Azure Active Directory for URI domain administration, balancing user support and project leadership.
* Routinely analyzed and ascertained the department's IT needs and implemented appropriate solutions in a timely fashion

**Research Intern September 2022 – December 2022**

* Refactored an application written in JavaScript using React and Redux to make the code precise, easy to read and
* usable for Psychology researchers to analyze data

**Teaching Assistant (Social and Ethical Issues in Computing) September** **2021 –** **May 2023**

* Enhanced student performance by 20% through effective grading and personalized assistance for students
* Reduced administrative workload by 30% in managing the course, efficiently coordinating meetings, grading assignments and supporting colleagues and the professor

**PROJECTS**

[**Anime Recommender System**](https://github.com/yusras99/Anime_recommender) **October 2023 – December 2023**

* Engineered an Anime Recommender System employing collaborative filtering techniques of Machine Learning
* Emphasized user-based filtering in python while exploring item-based methods for enhanced recommendation diversity

[**Computational Geometry**](https://github.com/yusras99/Geometry) **January 2023 – July 2023**

* Engineered C++ libraries on Open GL for point and segment creation, employing Computational Geometry expertise, Object Oriented Programming and smart pointers to enable intersection detection via brute force and smart algorithm
* Utilized XCode's debugging tools to swiftly troubleshoot code errors, including segmentation faults

[**Universal Virtual Machine (UM) in Rust**](https://github.com/yusras99/rum) **April 2022**

* Developed UM with 8 registers, segmented memory, I/O device, and a 32-bit program counter to parse byte level instructions

[**URI Memorial Union Website Redesign**](https://web.uri.edu/memorialunion/) **September** **2021** - **May** **2022**

* Collaborated with a team member and redesigned school website to improve public engagement by implementing a new theme, enhancing layout, interactivity and visual appeal using HTML and Graphical User Interface

[**Submarine Survival**](https://github.com/CSC305/f21g.git) **September 2021** - **December 2021**

* Created a Java game with a team utilizing Agile, software development life cycle , object-oriented approach, and unit testing
* Produced a comprehensive Software Requirement Specification with UML diagrams and functional requirements