**Yusra Suhail**

02920, 936-320-5034, [yusra\_suhail@uri.edu](mailto:yusra_suhail@uri.edu) , [linkedin.com/in/yusra-suhail99](file:///Users/yusrasuhail/Downloads/linkedin.com/in/yusra-suhail99), [github.com/yusras99](https://github.com/yusras99)

**PROFILE**

Highly motivated and self-directed Computer Science student skilled in design, programming, and debugging. Exhibited problem-solving skills through leading multiple projects as an IT consultant and a student. Exceptional debugging and detail-oriented communication ensuring high-quality work. Passionate about working with innovative cellular software and staying up to date with advancements.

**WORK EXPERIENCE**

**Lead Information Technology Service Desk Consultant, University of Rhode Island**  **November 2022 – Present**

* Serves as the main point of contact for URI Information Technology Services (ITS) to facilitate communication, address mutual concerns, and foster collaborations between multiple departments
* Administers URI domain for supported users, including occasional management functions
* Analyzes and addresses IT needs, provides leadership and training, and develops technology recommendations for the future

**Research Intern September – December 2022**

* Worked on refactoring an application written in JavaScript using React and Redux to make the code precise, easy to read and
* use for Psychology researchers to analyze data

**Senior Information Technology Service Desk Consultant, University of Rhode Island**  **August 2022 - November 2022**

* Planned, organized, and managed the activities of a project team; made assignments to other technologists and support staff; checked, evaluated progress, and reported on all team activities
* Routinely analyzed and ascertained the department's IT needs and implemented appropriate solutions in a timely fashion

**Teaching Assistant, University of Rhode Island September** **2021 -** **Present**

* Aided professor in grading and record-keeping for Social and Ethical Issues in Computing class
* Participated in TA meetings for efficient class management

**Information Technology Service Desk Consultant, University of Rhode Island**  **September** **2021 – August 2022**

* Demonstrated ability to excel in a fast-paced environment, providing IT support to all employees, including remote assistance, and maintaining IT equipment
* Managed secure development and maintenance of servers and network for optimal functioning

**EDUCATION**

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

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

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

**SKILLS**

* Python, C++, C, Rust, Flutter, Dart, Asteroid, Database Designing, SQL, Java, JavaScript, HTML, Bash Scripting
* Familiar with Internet of Things and Network topologies including Wireless topologies, Near Field Communication

**PROJECTS**

**Computational Geometry January 2023 - Present**

* Creating C++ libraries for polygons on Open Gl platform with Computational Geometry expertise
* Utilizing robust debugging functionality provided by XCode to identify and remedy code errors, including segmentation faults

Link to the project: <https://github.com/yusras99/Geometry>

**Chore Tracker December 2023 - Present**

* Innovating a household chore management app using Flutter and Dart for IOS/Android

Link to the project: <https://github.com/Liam-Cannon-Yusra-Suhail-Partnership/ly_app>

**Universal Virtual Machine in Rust April 2022**

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

Link to the project: <https://github.com/yusras99/rum>

**URI Memorial Union Website Redesign September** **2021** - **May** **2022**

* Redesigned and migrated school website to improve public engagement by implementing a new theme, enhancing layout, interactivity and visual appeal using HTML and GUI

Link to the website: <https://web.uri.edu/memorialunion/>

**Submarine Survival September** - **December** 2021

* Created a Java game to help a submarine avoid sea animals, utilizing Agile, object-oriented approach, and unit testing
* Produced a comprehensive Software Requirement Specification with UML diagrams and functional requirements

Link to the game: <https://github.com/CSC305/f21g.git>