

Adnan Ahmed
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[LinkedIn](#)
Winooski, Vermont, US

Education

University of Vermont – B.S. in Computer Science, May 2022
Relevant courses: Machine Learning, Data Structures and Algorithms, Software Development & Project Management, Computer Architecture, Object Oriented Programming, and Computer Networks
Honors and Awards: Andrew Harris Award (2022), Elmer Nicholson Achievement Prize (2022)

Harvard Edx Online Course - Video Game Development in Lua July 2020

Skills

Proficient in Python, C++ Java, HTML and CSS, C, PHP, Lua, WIX
Self-taught Musician/Producer: Logic Pro X, Fruity Loops Studio, Ableton and Garageband.
Skilled in guitar, piano, drums, ukulele, and various percussion instruments (tabla, cajon, etc.)

Relevant Projects

[UNO game in PyGame](#) 2020

- Worked in a team of 4 to develop the back and front end of a game that uses OOP to deal with data
- Designed a computer AI that changes based on selected game difficulty

[Insect Identification program with Machine Learning](#) | [Project Report](#) 2020

- Worked in a team of 4 to develop a program that used several different ML algorithms to identify the type of insects.
- Utilized Convolutional Neural Network, Inception, Xception and Mobile Net with 93% accuracy on average.
- We used transfer learning to save on time and computation.

[Website Development for food](#) 2019 - 2020

- Designed and built a [basic website](#) with a team of 3, then later remade the site by myself
- Implemented a comment section with PHP and SQL which stores and retrieves comments from a database
- Remade the whole [site on Wix](#)

[Dungeon Crawler game in C++](#) 2021

- Worked in a team of 2 to develop the game
- Used OpenGL, OOP and some basic ASCII art concepts

Work Experience

International Student Ambassador, University of Vermont Admissions Office, Burlington, VT Jan. 2021 - May 2022

- Produced, edited, and directed an advertisement video project for international students abroad.
- Interviewed student applicants and provided feedback for admission purposes.
- Benchmarked marketing strategies from other institutions to improve UVM's messaging

Host for Discover UVM program, University of Vermont Admissions Office, Burlington, VT Oct. 2019

- Mentored a prospective computer science student during their visit to the university, offering an authentic university experience as they took classes with the faculty and explored the university.

Orientation Leader, University of Vermont Orientation Office, Burlington, VT Jan. 2022

- Built community among new incoming students to create a sense of belonging at the university by facilitating icebreakers and info sessions, talking through their anxieties, and participating in community-building events.
- Managed 20+ students through ice breakers and info sessions / team building events
- Helped international students manage culture shock in group and one on one formats.

Intern, World Wildlife Fund, Lahore, Pakistan Summer 2017

- Raised awareness for recycling and composting, in under-resourced communities as part of a city re-greening.

Volunteering, Memberships & Awards

- **UVM International Students Club** Secretary / Founding member Aug. 2021 – May 2022
- **UVM Student Advisory Board** Member Jan. 2019 – May 2022
- Global Gateway Program Leadership Committee Aug. 2019 – May 2020