Raahim Idrees

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EDUCATION

Florida International University   *GPA: 3.50*

Bachelors of Computer Science   Fall 2020

Coursework: Data Structures, Operating Systems, Database Management, Systems Programming, Computer Science I, Discrete Structures, Programming, Programming II, Fundamentals of Computer Systems, Software Engineering, Computer Organization, Logic for CS, Intro to Python, Intro to Programming with C++

SKILLS

Languages: Java, Dart, Javascript, Python, C#, HTML, CSS
Tools: Flutter, Visual Studio, React, Android Studio, Git, Bootstrap, Trello, MongoDB, Microsoft Office

PROFESSIONAL EXPERIENCE

Research Assistant, University Lab & CREST   *Jan. 20 – Current*
• Conducted user studies identifying and interpreting data collected from Underwater Aquatic Vehicles and previous historical data on the environment and watersheds in Miami and Key West.
• Working alongside a professor and an organization (CREST) to conduct path planning algorithms and reinforcement learning techniques on aquatic vehicles for data collection.

National Football League(NFL) SuperBowl - Technology Intern   *Jan. 20– Feb. 20*
• Working with and assisting NFL Engineers in providing support to NFL personnel with configuring equipment and installation, as well as working on the deployment of technology and software.
• Configuring laptops to work in a LAN environment and networking IP.

Royalty Solutions Online - Web Development & Project Management Intern   *Aug. 18 – Aug. 19*
• Developed and Managed websites for clients in many different industries while developing unique SEO strategies.
• Project Managed developers inhouse and remotely while coordinating to fit clients' needs.
• Implemented Agile Methodology into company infrastructure.

PROJECTS

"Hurristics" Web App (2019): Developed and collaborated with a team of developers at a hackathon(HackGT - Georgia Tech), which provided a calculation and representation of predictions on hurricane path solely based on historical data and current conditions in climate using reinforcement learning. I was responsible for the front end data representation and data calculations.

"PhotoOp" Web App (2018): Created a web application that built a social network targeted specifically for photographers and those in need of photographic work, as a professional networking and career-building resource.
Stack: JavaScript, Python w/ Flask, HTML, CSS, JS, Bootstrap, MongoDB, Firebase, & Linux.

Lego Mindstorms® Robotics Project (2017): Collaborated and developed on a course project for scripting and programming functions on a Lego sourced robot. My responsibility was to script from scratch in C# to automate a robot to rely on sensors on guiding it to recognize colors and use cognitive skills to avoid obstacles.

ACHIEVEMENTS

"EVA Emotional Value Aggregator" (2017): Second Place in Startup Hackathon
Deans List: Fall 2019, Spring 2020, Summer 2020