

# Ibrahim Ahmed

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## Education

### Michigan State University

Master of Science, Computer Science

East Lansing, Michigan

Expected Graduation December, 2019

### Michigan State University

Bachelor of Science, Computer Science

GPA: 3.70 / 4.00

East Lansing, Michigan

Graduated May, 2018

## Experience

### Crowe LLP

Software Engineering Intern

Indianapolis, Indiana

05/2017 - Current

- Designed and developed tax submission software using C#/Angular to automate and assist accountants' tasks
- Fully implemented a SSO (single sign on) solution for multiple Crowe software products

### Michigan State University (<http://dse.cse.msu.edu/>)

Computer Science Research Assistant

East Lansing, Michigan

10/2016 - Current

- Applying machine learning and data science techniques to social media, political, and academic data

### Michigan State University

Computer Science Teaching Assistant

East Lansing, Michigan

08/2016 - Current

- Mobile App Development (CSE 476), Algorithms and Data Structures (CSE 331), Introduction to Programming in Python (CSE 231)
- Designed a challenging Hash Table implementation in C++ as a project for the students of the CSE 331 course
- Held weekly office hours where students came for theoretical and technical guidance

### Blue Medora

Software Engineering Intern

Grand Rapids, Michigan

Summer 2016

- Upgraded tools used to develop Oracle Enterprise Manager plugins which improved the development process
- Developed data collectors in Kotlin for the Pivotal Cloud Foundry and MongoDB for VMware VROPS platform

## Projects

### Trump Tweet Tracker

10/2017 – Current

Website (<https://goo.gl/Ufi9Zt>) that performs data analysis on the replies sent to Donald Trump's Twitter account. The code for the entire project is open-source on Github and is implemented using Python, Angular, and Firebase.

### PyPin – Pinterest API Module for Python

02/2017 – Current

PyPin is a Python library built to provide easy access to the Pinterest (<https://www.pinterest.com/>) API.

### Tic-Tac-Toe for Android – Serverless Multiplayer Game

03/2017 - 04/2017

Developed a serverless Tic-Tac-Toe Android multiplayer game for the CSE 476 course at Michigan State using the Google Firebase Platform. The code is open-sourced on GitHub and consists of a two-tier architecture implemented using Java.

## Skills

**Programming Languages:** Proficient: C++, Python, Java, Kotlin, C#, TypeScript, HTML

Familiar: C, Go, Perl, Ruby, CSS, HTML.

**Specialized Skills:** Applied Machine Learning, Software Architecture and System Design, Domain-Driven Design, Mobile App Development (Android, React Native), Testing Architectures and Automated Testing.

**Bilingual:** English First language, Arabic Second Language.