Ahmed Mohammud

amohammud128@gmail.com • (612) 702-4155

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EDUCATION
University of Minnesota Twin Cities – Minneapolis, MN   Graduation Expected May 2025
Bachelor of Arts in Computer Science

TECHNICAL COURSES
Introduction to Programming, Object Oriented Algorithms and Data Structures, AP Computer Science, Machine Architecture, Applied Machine Learning, Advanced Programing and Principles

TECHNICAL SKILLS
Python, Java, JavaScript, C, Assembly, Django, Node.js, React, HTML, CSS, SQL, OCaml, Pytorch, Matplotlib

EXPERIENCE
Boston Scientific Medical Assembly Associate; Arden Hills, MN: **May 2022 - August 2022**
- In record time, gained certification on workstations as part of the battery assembly team, including for terminal welding, MA application and inspection, and additional build processes.
- Stepped in to assist an understaffed team and completed weekly battery goal ahead of the due date.

NCXT Remote Consultant Intern; St. Paul, MN: **July 2020 - October 2020**
- Consistently met or exceeded weekly business contact goal of 10 calls by up to 5 additional calls during pandemic lockdown.
- Prepared and shared meeting notes, creating spreadsheets for internal team and clients toward setting goals and schedules within budget.
- Contacted online platforms providing digital food ordering services and led implementation of these services for restaurants, bars, and brewers lacking such platforms.
- Discussed and decided project priorities among team members at weekly brainstorming meetings.

Saint Paul Public Schools Technology Services Intern; St. Paul, MN: **June 2019 - November 2019**
- Ensured that schools were ready with the latest technology at the start of the school year by delivering data center equipment and setting up hardware and software for Apple computers and iPads.
- Tracked student iPads from summer through fall, monitoring for unauthorized lockdown alerts.

PROJECTS
Snake Game (Python)
- Python & Tkinter Development: Leveraged Python and Tkinter to build a responsive GUI for a Snake game, showcasing proficiency in real-time application development.
- AI Algorithm Implementation: Integrated a pathfinding algorithm for AI-controlled snake movements, demonstrating a strong foundation in AI principles and problem-solving.
- Game Mechanics & User Interaction: Engineered innovative game mechanics and user interfaces, highlighting a deep understanding of human-computer interaction and UX optimization.

Chess Game (Java)
- Developed a console-based chess game in Java, using object-oriented programming principles to build interactive and user-friendly gameplay features such as legal move verification and player turn management.
- Implemented functionalities such as automatic pawn promotion and win detection through key methods within custom Board and Fen classes, enhancing the game's realism and adherence to official chess rules.

Gradebook (C)
- Facilitated easy manipulation of gradebook data through a console interface equipped with functionalities, such as creating a new gradebook and managing scores.
- Employed dynamic memory allocation to ensure efficient memory management and allow the creation of new gradebooks during runtime while preventing memory leaks, demonstrating a responsible approach to C programming.