

# AHMED ABD-ELRAHMAN

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## EDUCATION

### University of South Florida

BS in Computer Science, GPA: 3.64

Fall 2016 – Fall 2019 | Tampa, FL

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## EXPERIENCE

### University of South Florida Digital Science

Sep 2018 – Present | Tampa, FL

*Application Developer*

- Developing a multi-functional Augmented reality application to help users and the department of mosquito control identify disease provoking mosquito locations and thus help reduce the spread of the hazardous species.
- The application will give the user the opportunity to take a picture of a mosquito hub they may see, the locations of this hub and geospatial locations recorded using drones will be stored and displayed on the 2D map and will be marked with a 3D virtual reality mosquito model, that way users are able to see if they walk in person with their mobile phone near the designated locations.

### Neuro-Machine Interaction Lab

May 2018 – Present | Tampa, FL

*Research Assistant*

- Development and enhancement of a computer based simulation of the internationally known Brain-Drone race using the C# programming language. The simulation is used as a qualification system for the actual Brain-Controlled-Drone race taking place at the University of South Florida.
- The Development process included building a database using MySQL to save a leaderboard for the qualifications, and coding a PHP script to connect the MySQL database to Unity.

### ISPA Technology

Jun 2018 – Present | Tampa, FL

*Software Developer Intern*

- Developing the front end of an iOS defense application.
- Conducted research on the connection of front end and backend developments.

### University of South Florida College of Engineering

Aug 2018 – Dec 2018 | Tampa, FL

*Teaching Assistant*

- Diligently assisting a professor in the teaching of a Computer Science course.
- Teaching, grading and helping students in the Computer Science class are also part of my role as an Assistant.

### University of Florida

Jul 2018 – Sep 2018 | Plant City, FL

*Research Assistant*

- Development of an application to predict leaf disease damage from images using Deep Learning (Convolutional Neural Networks).

- Helped automate the process of identifying leaf disease, reduced the major time complexity of manually checking the leaf disease.

## University of Florida

Jul 2017 – Oct 2017 | Plant City, FL

### Software Developer

- Developing a C++ application for a mobile mapping precision agriculture project.
- The application is designed to trigger camera and receive GPS navigation packets that involve camera location and GPS time.

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## RELEVANT COURSEWORK

- Analysis of Algorithms (COT 4400)
- Computer Architecture (CDA 4205)
- Data Structures (COP 4530)
- Computer Organization (CDA 3103)
- Program Design (COP 3514)
- Software Engineering (CEN 4020)
- Computer Logic Design (CDA 3201)
- Object Oriented Design (COP 3331)
- Discrete Structures (COT 3100)
- Programming Concepts (COP 2510)

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## SKILLS

- **Programming Languages:** C++, C, Java, Swift, C#, PHP, MySQL, MATLAB
- **Development Tools:** Microsoft Visual Studio, Xcode, Unity
- **Operating Systems:** MacOS, Windows, Linux, Unix
- **Languages:** English, Spanish

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## Extra-Curricular Activities

### USF Game Development (GameDev) Club

Fall 2016 – Present | Tampa, FL

- Took Part in learning the art of Game Design. Learned about different game development software, such as Unity; helpful in creating creative games.

### IEEE University of South Florida

Fall 2017 – Present | Tampa, FL

- Was introduced to many projects, and was able to network in a great way. The society lead me to later joining the IEEE-CS club at USF.

### IEEE-CS EXPO

Fall 2017 – Present | Tampa, FL

- Took leadership role in designing a VR game planned to be published in a USF Engineering Expo. Currently in the process of coding the game.

### iOS APPLICATION DEVELOPMENT

Fall 2017 – Present | Tampa, FL

- Currently constructing multiple iOS applications planned to be published on the App Store

### UCF KnightHacks Hackathon

Oct 2017 | Orlando, FL

- Had the chance to network and collaborate with other participants in brainstorming ideas for projects.
- Got to learn about different parts of Application Development. Started to write code for a game of tic tac toe.