

# Adil Rahman

I am a motivated student, seeking to gain experience in fusing my knowledge and skill set of Biological and Computer Science in order to effectively contribute to the industry.

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## Skills

### Programming Languages

C, C#, C++, Java, and Assembly

### Software

Unity, Microsoft Visual Studio, NetBeans  
IDE, Microsoft Office, R Commander,  
Empowers 3, Weka 3.8, and Vaisala

### Professional

Creative, Self-motivated,  
Efficient, Detail-oriented,  
Excellent time management

### Technical

Debugging, Data structures, Standard  
Operational Procedures, Quality  
systems, Technical support, and  
Machine Learning,

## Education

### University of California, Santa Cruz

*Jack Baskin School of Engineering, Master of Science in Computer Science*  
Relevant Coursework: Machine Learning, Analysis of Algorithms

*Expected: June 2020*

### University of California, Irvine

*School of Biological Sciences, Bachelor of Science in Biological Sciences*  
Dean's Honor List, UC Irvine (8 quarters)

*GPA: 3.6*

*June 2015*

### West Valley College, Saratoga

Relevant Coursework: C Programming, C++ Programming, Java Programming, Micro Assembler Programming

*GPA: 4.0*

*Aug 2015 - Aug 2017*

## Projects

### Roll a Ball (Tutorial)

July 2017

- A game in which a ball is maneuvered around a square board with walls. Objective is to collide with cubes to get points. Written in Unity.
- Wrote scripts in C# for CameraController and Rotator to center and update the main camera as the ball moves through the use of arrow keys.
- Created a FixedUpdate function which controls the speed, horizontal and vertical vector movement of the ball.
- Established an OnTriggerEnter function which updated the count variable and removed the cube from the board whenever the ball object collided with the cube object.
- Implemented a text function that indicated the current count of cubes collided with as well as an indicator stating a player has won the game once all cubes have been hit.

### Blackjack

Jan 2016 – May 2016

- Written in C, C++, and Java.
- Designed card, deck and shuffle structs/classes to create a standard fifty two card deck of playing cards.
- Players and dealer contain name, cash, and bet characteristics.

## Experience

### Google as Cognizant, San Jose, CA

September 2017 – September 2018

#### Process Specialist - Data

- Provided front-end and back-end technical support to users/agents using internal tools for the Google My Business product.
- Filed and tracked various bugs reported by users.
- Spoke directly with account managers to help troubleshoot issues for premium support clients.
- Collaborated cross-functionally between level one and level two agents, subject matter experts, and engineering teams.
- Assisted in updating knowledge bases with up to date workflows.
- Implemented the SQL language to obtain and create spreadsheets with relevant information for account managers.
- Led meetings with subject matter experts to review over cases for quality assurance.
- Became subject matter expert on front-end analysis of a product feature.