Khadim Thiam

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EDUCATION

Hunter College New York, NY

Bachelor of Arts in Computer Science

Expected Graduation Dec 2025

Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms, Computer Architecture, Software Engineering,

Operating Systems, Calculus, Discrete Math, Linear Algebra

Organizations: ColorStack, Hunter Computer Science Club, African Student Union

TECHNICAL SKILLS

Language: C++, Python, Java, Javascript, HTML/CSS

Frameworks/Tools: Git, Linux, Unix, React, Node. Js, Next. js, Postman, Firebase

Software: Proficient in MS Office Suite, Visual Studio Code, JupyterLab, Adobe Acrobat Pro, Adobe Photoshop, Final Cut Pro

PROFESSIONAL EXPERIENCE

Headstarter AI

Software Engineering Fellow | New York, NY

Summer 2024

- Completed a 7-week competitive software engineering fellowship with limited space
- Developed 5 AI projects, enhancing skills in machine learning and artificial intelligence.
- Participated in 5 weekend hackathons, fostering rapid problem-solving and collaboration..
- Created a final project with over 1000 users, demonstrating scalability and impact.
- Engaged in comprehensive interview preparation, improving readiness for technical interviews.
- Received detailed resume reviews and constructive feedback from experienced software engineers, refining professional presentation and job application materials.
- Collaborated with peers and mentors in a rigorous 7-week program, strengthening teamwork and communication skills.

Hunter College

IT Assistant | New York, NY

Current

- Provided comprehensive IT support for the Hunter College Financial Aid department of over multiple employees
- Assists with building queries using CUNY first and Access
- Managing and creating Microsoft Access databases
- Processing Microsoft Excel files using Pivot tables and formulas
- Building forms using Dynamic Forms and Qualtrics
- SQL, NextGen, and Microsoft Access to enhance efficiency in managing scholarships-related data.
- Executed SQL queries on Microsoft Access to access and analyze large sets of data resulting in valid financial records.

TECHNICAL PROJECTS

Google Game Project

| Personal Project |

June 2019

- Designed and developed an arcade basketball game using Java, showcasing strong programming skills and creative game design principles.
- Presented the project at Google NYC as part of a high school competition, demonstrating the ability to communicate technical concepts effectively.
- Received an award for the game, highlighting innovation, user engagement, and technical proficiency in game development.
- Utilized advanced Java features for game mechanics, object oriented design, interfaces, physics, and graphics, ensuring a seamless and engaging user experience.

Machine Learning NBA Game Winner Predictor

| Personal Project |

September 2023

- Developed a Machine Learning-based program in Python to predict NBA game outcomes, demonstrating proficiency in data analysis and model training.
- Employed sophisticated statistical methodologies and ML algorithms to analyze extensive historical NBA game data, thereby improving prediction accuracy.
- Incorporated web scraping to collect detailed information from previous NBA seasons, enriching the dataset used for model training and evaluation.
- Implemented a systematic approach to handle web scraping challenges such as handling timeouts and retries, ensuring reliable data extraction from online sources. Employed asynchronous programming techniques for efficient execution of web scraping tasks, enhancing the scalability and performance of the data collection process.

AWARDS

Most Creative Project: Google NYC High School Competition