TARIQ KHARSA

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EDUCATION

Bachelor of Science	University of Houston, Computer Science and Biochemistry Double Major with a minor in Chemistry, 3.77 GPA (Senior)	**Fall 2022**

COMPUTER SKILLS

Frameworks: Java Spring Boot, ReactJS, TensorFlow, Scikit, Pygame and BERT
Tech Stack: AWS, SQL (MySQL, Sybase), NoSQL (MongoDB), RESTful APIs

RELEVANT COURSEWORK

Fundamentals of AI	**Database Design**	
Probabilities and Statistics	**Data Structures**	**Object-Oriented programming**

EXPERIENCE

Goldman Sachs, *Software Engineer Intern* 40 hrs./week   **Summer 2022**
Dallas, TX

- Worked on the automation process for the Data Retention Tool by utilizing various technologies including, but not limited to, Java Spring Boot, ReactJS, and Sybase.
- Built RESTful APIs that populated data on the backend based on dynamically chosen user inputs.
- Maintained version control of the code using GitLab.
- Planned and designed the project using Agile SCRUM methodologies.

Macy's, *Sales Associate 40* hrs./week   **Summer 2021**
Houston, TX

- Provided an exceptional customer experience by ensuring that the customer is always the priority
- Determined customer needs based on customer preferences; suggested additional merchandise to compliment customer selection.

Varsity Tutors, *Online Tutor* 10 hrs./week   **2018 - 2020**
Houston, TX (Remote)

- Taught individual students college level Computer Science, Chemistry and Physics Courses on an average of 20 hours a week.
- Helped more than 30 high school students achieve 400 points increase on their SAT.

PROFESSIONAL AFFILIATIONS

Cougar Computer Science, *Mentor*   **2018 - Present**

- Assisted students in their careers by tutoring them in their computer science coursework.

Cryptonite Robotics, lead programmer   **2016 - 2018**

- Programed and deployed the climbing mechanism for our robotics team using LABVIEW and Java.

HONORS AND AWARDS

CodeRed hackathon – HCSS challenge 1ˢᵗ place winner   **October 2021**

- Created a fully functional website with four other team members in less than 24 hours to develop KPIs using MongoDB and Python (Flask framework) for many projects in HCSS construction software company.

PROJECTS

AI board game (Reinforcement learning)

- Collaborated with other team members to design and build the game using Python (Pygame).
- Implemented the Q-learning algorithm on the AI agent using both greedy and exploit approach to optimize the number of steps the agent takes to collect blocks that are scattered across the board.

OTHERS

Languages: Arabic (Fluent)
Interests: Blockchain (Proof-of-Work), Stocks, Genetics
Sports: Ultimate Frisbee