

Maryam Ahmed

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Computer Science student with hands-on experience developing software projects and supporting business operations, skilled in Python, C++, HTML, and CSS, seeking technology roles focused on business applications, process improvement, and software solutions.

EDUCATION

Texas A&M University

May 2028

B.S in Computer Science, Minor in Mathematics

GPA: 3.6

Relevant Coursework: Data Structures & Algorithms, Programming Languages, Computer Architecture, Linear Algebra, Discrete Math, Technical Communication

HONORS & AWARDS

- University Honors Program, Texas A&M (2024 – Present)
 - Recognized as a Distinguished Student (Fall 2025)
 - Deans Honor Roll (Spring 2026)
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TECHNICAL PROJECTS

Personal Website | July 2026 | [maryamrahmed](#)

- Designed and developed a personal website using **HTML** and **CSS** to create an interactive and visually organized portfolio page
- Created the initial website layout and visual design in **Figma**, then translated the design into **HTML** and **CSS**
- Applied UI/UX principles to organize personal information, images, and links into a clear and user-friendly interface
- Continuously refined the website's layout, design, and functionality, with **JavaScript** elements to improve visual consistency and overall user experience

Build4Good | April 2025 | [Devpost](#)

- Implemented **Python** backend logic and **Tkinter** frontend components for an interactive educational math game as part of a **4-person** team
- Developed game-state functionality including user input handling, score tracking, click multipliers, upgrade progression, and interactive pop-ups.
- Integrated and debugged program components, ensuring functionality before presenting the project to a panel of judges

Connect 4 Game | November 2024

- Implemented **Python** game logic for player turns, board state management, and gameplay interactions
 - Developed win-checking algorithms and input validation to handle game conditions and prevent invalid moves
 - Utilized **Python Turtle** to create visual game elements and display dynamic game outcomes
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JOB EXPERIENCE

Mozeiq - Web & Business Developer | Dec 2024 - Current

- Designed and prototyped a user interface in **Figma**, creating organized layouts for **15+** tutor profiles to improve navigation and user experience
 - Developed and maintained **Excel-based** tracking systems to organize student records, monitor academic progress, and ensure data accuracy
 - Managed **Excel-based** payment tracking systems to calculate tutor hours, coordinate payments, and maintain accurate parent billing records
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TECHNICAL SKILLS

Languages: C++, Python, JavaScript, Haskell, HTML, HDL, Assembly, CSS

Tools: Github, VS Code, Figma, Git, Microsoft Office 365
