

Osamah Ansari

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EDUCATION

UNIVERSITY OF MICHIGAN – ANN ARBOR

Cumulative GPA: 3.26/4.00

Bachelor of Science in Computer Science

Sept 2016 - Dec 2020

Relevant Coursework: Intro to Computer Security, Data Structures and Algorithms, Foundations of Computer Science, Intro to Computer Organization, Discrete Math, Introduction to Statistics and Data Analysis, Calculus I – II, Applied Linear Algebra

CHURCHILL HIGH SCHOOL – LIVONIA

Cumulative GPA: 3.85/4.00

Graduated Magna Cum Laude Honors

September 2012 - May 2016

SKILLS

Programming Languages: Competent in C/C++; Familiar with Python, Java, HTML, CSS

Practical: Leadership, Problem Solving, Communication, Logical Thinking

Software: Windows, Linux, Visual Studio, Git, Microsoft Office Suite, Unreal Engine 4

Spoken Languages: English (Native), Urdu (Intermediate), Spanish (Intermediate)

EXPERIENCE

PROJECTS:

THE ASTRID FILES

June 2019 – Present

- Developed a puzzle adventure game with a friend in Unreal Engine 4
- Leveraged free assets and blueprint visual scripting to design an interactive game
- Employed Adobe Fuse and Mixamo to design dynamic character models with skeletons

PERSONAL WEBSITE

May 2019 – Present

- Developed a website leveraging CSS Grid to showcase portfolio and web development skills
- Self-taught web development through HTML5, CSS3, and jQuery

POKÉMON TSP – EECS281

November 2018 – December 2018

- Constructed an efficient but optimal algorithm to find the shortest path between a group of Pokémon
- Incorporated complexity analysis into programming decisions

BREADMAN – EECS183

April 2017 – May 2017

- Lead a team of four in designing a virtual 2D platformer game for the Arduino using C/C++
- Built a game controller using a joystick, a potentiometer knob, and two buttons
- Presented to recruiters from major companies, professors, and other students

EXTRACURRICULARS:

MICHIGAN AUTONOMOUS AERIAL VEHICLES (Programmer)

October 2017 – May 2018

- Refactored code to work with a new input module; Collaboratively designed an environment simulator

COMPUTER SCIENCE CLUB (Co-Founder & Co-Leader)

October 2015 – February 2016

- Lead and planned club meetings; Trained and guided new members as necessary

WORK EXPERIENCE

VALERO SIX & HUBBLE

May 2018 – Present

- Balanced competing demands while ensured customer satisfaction in a time sensitive environment
- Mentored new employees regarding daily tasks and customer interactions