

ABDIRAHMAN HASSAN

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Education

University of Minnesota, Minneapolis, MN — B.S. in Computer Science

Expected: 05/2026 | GPA: 3.7

- **Relevant Coursework:** Algorithms & Data Structure, Machine Architecture, Program Design & Development, Artificial Intelligence, Internet Programming, UI/UX Design, Databases.
- **Honors/Awards:** Dean's list (Spring 2024), CSE Merit Scholarship.
- **Student Organizations:** AI group, Copter Club (Drones), NSBE, Intramural Soccer Team Captain.

Technical Skills

- **Programming:** Java, Python, C, OCaml, HTML, SQL, JavaScript, C++
- **Tools & additional skills:** Linux, VSCode, IntelliJ, Git, APIs, UI/UX Design, Unit Testing, Agile/Scrum, Latex

Work Experience

3M - Technical Aide | Maplewood, MN

Oct 2024 – Present

- **Executed a series of field tests measuring the resilience of window films** against harsh weather conditions, **leading to a 30% increase in customer retention** due to enhanced product reliability.
- **Operated spectrophotometers and tensile testing machines** to measure film strength, optical clarity, and shrinkage behavior, while processing large datasets in Excel **to ensure accurate and consistent performance tracking**.
- **Developed an internal application for the WRC team** that digitized sample collection processes, improving workflow efficiency.
- **Debugged rover software to resolve recurring crashes** when handling out-of-path samples, ensuring system stability, reliability, and performance.

A & J Fish & Chicken - IT Support & Manager | North Minneapolis, MN

May 2024 – Aug 2024

- **Designed and implemented a comprehensive IT infrastructure for A&J**, including network setup and integrated solutions for payroll, scheduling, and inventory management, **reducing operational costs by 70%**.
- **Developed and delivered a customized training program for the owner**, covering essential system operations like network maintenance and troubleshooting techniques, **resulting in an 80% reduction in IT support calls** and ensuring seamless business continuity.

Technical Projects

Voting Election System | Java, Scrum | April 2025

- **Designed & developed an election system**, implementing voting algorithms including Plurality and Single Transferable Voting (STV).
- **Applied Scrum methodology** for iterative development, enhancing **team collaboration** through daily stand-ups and **sprint planning**.
- **Clearly defined project scope and requirements**, ensuring structured and predictable project progression.

Visual Transit Simulator (VTS) | Java, JavaScript | Dec 2024

- **Developed and extended a web-based transit simulation design** in Java and JavaScript, integrating features like CO2 consumption tracking, pause/resume capabilities, and real-time updates through WebSocket communication.
- **Created JUnit test suites**, achieving **90% branch coverage** and ensuring compliance with Google Java Style Guidelines.

Leadership & Professional Development

Management Leadership for Tomorrow (MLT) | Jan 2024 – Aug 2025

- Enrolled in an 18-month career advancement program for high-performers from diverse backgrounds.

CodePath | June 2024 – Aug 2024 | June 2025 – Aug 2025

- Completed two 10-week intensive programs. In 2024, I focused on advanced software engineering principles, which included hands-on projects and collaborative coding sessions. In 2025, I focused more on web and front-end development.

Volunteering & Hobbies

- Guided prospective students at university expo events, sharing insights on computer science and engineering programs.
- Hobbies: Soccer 2× Intramural Champion (Captain).