Arushi Ahmed

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Languages and Technologies:

Proficient: JavaScript, React.js, Node.js, HTML5, CSS/CSS3, Material-UI, Bootstrap, SQL, MongoDB, Python, Git, Google Data Studio, Toad Data Point, Adobe Photoshop, & Adobe Illustrator
Exposure: Angular, Express.js, Spring Boot, TypeScript, C/C++, C#, Java, Scala, Swift, XCode, MYSQL, Visual Studio, Linux, Google Analytics, Google Tag Manager, AWS, Cloud Foundry, & Figma

Employment:

Comcast, *Software Development and Engineer 2*   Philadelphia, PA   June 2020 - Present
• Lead 3 teams of developers on feature implementation and design by collaborating closely with project managers and other development teams that follow agile methodology to ensure that each project is properly scoped, planned, and executed.
• Spearheaded the implementation in upgrading our web application from JSP to a React.js and Spring Boot architecture to improve performance and user experience.
• Collaborating with clients on designs and requirements to upgrade web application frameworks from Angular to React.js to ensure consistency in framework usage across the organization.
• Responsible for creating and maintaining Concourse CI/DC pipelines for deployment of our applications, as well as security screening, ensuring that the entire process was efficient and streamlined.
• Execute and generate comprehensive reports by utilizing Toad Automation to construct SQL queries that assist senior management in making informed business decisions.
• Help contribute to implementing solutions designs to address technical problems in current systems to improve billing operations and cost optimization.
• Building automation test scripts for monthly regression testing using Node.js library Puppeteer to increase the number of statements validation from 5,000 to 150,000 in a year.
• Built and execute a daily Node.js script that makes sure CTP data is presented on their bill before statements gets approved and sent out to 30 million customers.
• Monitor and manage department budget, by providing monthly actual spending to compare against annual budget and recommend course of action to maintain spending within the budget.
• Facilitate weekly software enhancement meeting with software vendor and finance leadership to finalize enhancement to be included in upcoming monthly release.

University of Massachusetts Amherst, *Undergrad Teaching Assistant*   Amherst, MA   Sep 2019 – May 2020
• Worked for College of Informatics & Computer Science department for computer science course web programming 326.
• Managed 3 out of 30 teams to make sure students are following the guidelines and due dates of project millstones.
• Co-instructed weekly lab sections and provide extra help to answers questions or concerns from students.

Northrop Grumman Mission Systems, *Software Engineer Intern*   Woodland Hills, CA   May 2019– Aug 2019
• Developed a weapon flight controller timestamp program that calculates the average, and other time duration in C++.
• Built a UDP graphic user interface multicast server in C# for the weapons flight controller partitions.
• Implemented the Interface Control System Messages in C++ for weapon Sensors/Effectors.

Bright Horizons Family Solutions, *HRIS/HR Operations Intern*   Watertown, MA   May 2018 – Aug 2018
• Used Google Analytics, Tag Manager, and Data Studio to analyze and provide website traffic data and build reports to senior management for making business decisions.
• Updated website content using HTML, CSS, and JavaScript while meeting design guidelines to improve user experience.
• Used Cornerstones Data Wizard to upload user data to reduce website upload time from one week to one hour.

Education:

University of Massachusetts Amherst, MA   **Graduated:** May 2020
B.S. in Computer Science, B.S. in Mathematics, Minors: IT and Psychology

Projects:

Trippin Website: *Web Programming Class Project*
• A website where users can collaborate with their friends/peers to plan group events and know each other availability.
• Worked with a team to implement a site with the guidelines from MERN (MongoDB, Express, React.jsx, Node.js) Stack.
• Project emphasized on UI design layout to make it user friendly and accessible by using CSS framework React-Bootstrap.

Water You Listening To: *Human-Computer Interaction Class Project*
• Created an iOS application to encourage users from all demographics to reduce their water usage when showering.
• The main focus of this project was building and designing the UI interfaces that is users friendly to navigate.
• Designed and implemented the application on XCode and programming language Swift.
Neighborly: Lending a Home, *Best Hack for Housing Inequality at SheHacks Boston 2018.*
• Work with a team to develop an iOS app where people can offer their homes in their community for those in crisis.
• Created front-end design and application on XCode in Swift.