

Abdulrahman Qureshi

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SUMMARY

Multidisciplinary NYU student passionate about building interactive, impactful experiences through AR, embedded systems, and thoughtful design. Experienced in full-stack prototyping, physical computing, and presenting work in both academic and creative contexts.

EDUCATION

New York University <i>Bachelor of Science in Integrated Design and Media</i>	New York, NY Sep. 2022 – May 2026
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PROJECTS

Squirtle Spray <i>Independent Project</i> – Built a motion-activated Squirtle toy that sprays water using Raspberry Pi, OpenCV, and a 12V pump system. – Integrated Python-based computer vision with relay-controlled hardware for real-time interaction.	Jan. 2025 – Mar. 2025 New York, NY
PowerElla <i>NYU Tandon Prototyping Fund</i> – Designed a triboelectric nanogenerator umbrella using PDMS and PTFE to harvest energy from rain and wind. – Built and tested a functional prototype with integrated supercapacitor storage. – Presented at NYU showcase; recognized for innovation in sustainable energy.	Sept. 2024 – Dec. 2024 New York, NY
GestureAR <i>Independent Project</i> – Created an AR-enabled device overlaying virtual glasses on faces using OpenCV and facial landmarks. – Enabled gesture-controlled LED feedback through Raspberry Pi integration.	Jan. 2024 – Feb. 2024 New York, NY
O.S.M.D. <i>Independent Project</i> – Developed a math-solving device using Pi Camera and MathPix API for real-time equation recognition. – Displayed solutions on LCD using Python, OpenCV, and RPIO.GPIO.	Dec. 2023 – Jan. 2024 New York, NY
Hermes Lens <i>NYU General Engineering Final Project</i> – Created a live translation device with OCR using Pytesseract and OpenCV. – Awarded the 2023 Gunter Georgi Award for Outstanding General Engineering Design.	Jan. 2023 – May 2023 New York, NY

EXPERIENCE

Design Lab Technical Assistant <i>New York University</i> – Provide technical support and training to students, staff, and faculty in the Design Lab and Print Services. – Operated and maintained physical prototyping equipment. – Help plan and facilitate Design Lab workshops and events.	May. 2025 – Present New York, NY
Dream Studios Collective — Co-director <i>New York, NY</i> – Led operations and technology across interdisciplinary creative projects. – Reduced exhibition costs by 29% through strategic resource planning.	Mar. 2024 – Jun. 2024
ICNA Summer School — Secretary <i>Queens, NY</i> – Managed attendance systems for 90+ students and led Islamic studies sessions. – Boosted engagement and implemented streamlined record-keeping tools.	Jul. 2023 – Present
United Talent Agency (UTA) — IT Intern <i>Remote</i> – Interned with a focus on Azure, Windows VMs, GitHub, and Netlify deployment. – Built confidence presenting technical topics using Google Slides.	Jul. 2022 – Aug. 2022
MakerState STEAM Labs — SYEP Intern <i>New York, NY</i> – Led workshops in TinkerCAD, Arduino, and Roblox Studio for youth education. – Designed learning experiences aligned with NYC DOE STEAM standards.	Jul. 2022 – Aug. 2022

SKILLS

Languages: Python, JavaScript, HTML/CSS

Frameworks/Libraries: React, Node.js, Material-UI, P5.js, OpenCV, Flask

Tools: Git, Azure, Netlify, Replit

Prototyping/Design: Fusion 360, Cura, Blender, Adobe Suite (Premiere, Illustrator, Photoshop, InDesign), Lens Studio, Reaper

Soft Skills: Project Planning, Budgeting, Communication, Team Collaboration