

# Abdulrahman Qureshi

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## Projects

### PowerElla

(September 2024 - December 2024)

- Developed a triboelectric nanogenerator (TENG) system using PDMS and PTFE materials to generate electricity from rain and wind
- Prototypes and tested for potential applications like energy harvesting umbrellas
- Conducted this as a part of the NYU Tandon Prototyping Fund to explore sustainable renewable energy solutions

### GestureAR

(January 2024 - February 2024)

- Developed an AR-enabled device that displays virtual glasses on users' faces, utilizing OpenCV for real-time face tracking and gesture recognition to control LED functionality.
- Engineered Python-based software leveraging OpenCV, NumPy, and RPIO.GPIO for optimized real-time processing on Raspberry Pi.

### O.S.M.D. (Optical-Scanning-Mathematic-Service)

(December 2023- January 2024)

- Designed a math-solving device integrating Pi Camera and Math-Pix API, enhancing accuracy and processing speed for real-time problem recognition
- Configured a Raspberry Pi-based circuit with a Pi Camera, Jumper wires, and an LCD screen, utilizing Python libraries including OpenCV, JSON, and RPIO.GPIO.

### Hermes Lens

(January 2023 - May 2023)

- Engineered a language translation device using Pi Camera and software, displaying translations on an LCD screen via Raspberry Pi processing.
- Authored Python-based code employing Pytesseract and OpenCV for text processing and real-time translation display.
- Received the 2023 Gunter Georgi Award for Outstanding General Engineering Design

## Experience

### Secretary, ICNA Summer School

(July 2023 - Present)

- Spearheaded attendance management for over 90 students and teachers, developed tracking systems, and enhanced school operations by creating a user-friendly website. Led Islamic studies instruction, boosted student engagement

### Co-Director at Dream Studios

(March 2024 -June 2024)

- Directed operations and technology, managing business and technical aspects of artistic projects. Collaborated with staff to optimize studio practices, reducing exhibition costs by 29% through strategic budget management.

### IT intern at UTA

(July 2022 - August 2022)

- Completed a 5-week IT internship, mastering Azure, Windows Virtual Machine, GitHub, and Netlify. Enhanced technical presentation skills using Google Slides.

### SYEP intern at MakerState

(July 2022 - August 2022)

- Led hands-on STEAM education in TinkerCAD, Arduino, and Roblox Studio, designing projects that align with NYC youth and Department of Education standards.

## EDUCATION

### New York University

- Major: Integrated Design & Media | Expected Graduation May 2026 | GPA: 3.0

## SKILLS

- Programming
- Web Development
- Hardware Integration
- APIs and Libraries
- Cloud and Virtualization
- Prototyping
- Game Development:
- Design Software
- 3D Visualization
- Media Integration
- Budgeting
- Optimization
- Planning
- Communication
- Administration