

# Mahi S. Rahman

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## Objective

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Seeking internship and early-career opportunities in hardware-software systems and accelerated computing starting Summer 2026. Brings experience in embedded systems, data acquisition, and C/C++ programming, with a strong interest in GPU-accelerated platforms, computer systems, and electronic design applications aligned with NVIDIA's mission in AI and high-performance computing.

## Education

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**Georgia Institute of Technology | Atlanta, GA**  
Bachelor of Science in Electrical Engineering

*January 2026 – Present*  
Expected Graduation, May 2028

**Georgia Gwinnett College | Lawrenceville, GA**  
Transfer with 52 Credit Hours, GPA 3.90

*August 2024 – December 2025*

## Skills

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**Programming:** C, C++, Python, Java, JavaScript

**Platforms:** Arduino, ESP32, Raspberry Pi

**Hardware:** Arduino Uno/Nano, ESP32, Raspberry Pi, breadboarding, basic electronic test equipment (multimeter)

**Sensors & Interfaces:** Capacitive moisture sensors, DHT11 temperature/humidity sensors, LCD1602 displays, serial communication

**Software & Tools:** Arduino IDE, Git/GitHub, VS Code, Serial Monitor, Figma (system visualization)

**Communication:** Technical documentation, system block diagrams, design summaries, research presentations

## Experience

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**Rick Hendrick Chevrolet | Duluth, GA**  
*Express Technician*

*Feb 2024 – Present*

- Diagnosed and serviced 15-20 vehicles per shift, interpreting electronic sensor data and control systems to identify faults.
- Applied structured troubleshooting across electrical and mechanical subsystems, improving diagnostic accuracy
- Documented inspections and service outcomes to ensure safety compliance and traceability

**Big Leap | Atlanta, GA**

*June – July 2023*

*Software Engineer Intern*

- Developed and maintained modular software components, improving code reuse and development efficiency across projects.
- Collaborated with engineers and designers to refine system architecture and implement frontend features
- Applied systematic debugging and testing workflows, improving software reliability and long-term maintainability

## Projects

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**Soil Moisture Monitoring System | Independent Project**  
*Embedded Systems / Instrumentation*

*Fall 2024*

*Designed a microcontroller-based system to acquire and process soil moisture data for real-time monitoring applications.*

- Programmed embedded C/C++ firmware to sample sensor data, apply calibration constants, and trigger threshold-based alerts
- Designed and fabricated a custom 3D-printed enclosure to protect electronics and optimize sensor placement

**Wearable Embedded Systems Concept (AI Glasses) | Independent Project**  
*Embedded Systems Architecture*

*Spring 2025*

*Designed and evaluated a wearable embedded platform for real-time sensor and audio data acquisition.*

- Defined a system-level hardware architecture integrating a microcontroller, display, and peripheral interfaces
- Evaluated power, latency, and data throughput trade-offs affecting continuous data acquisitions in a wearable form factor

## Relevant Coursework

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**Digital System Design:** Digital System Design: Boolean logic, combinational and sequential logic, finite state machines, digital timing analysis, number representation

**Applied Mathematics Coursework:** Linear algebra, differential equations, and calculus