

Andrew Attia Ibrahim

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EDUCATION

California State Polytechnic University, Pomona

M.S. in Information Security

Aug 2025 – December 2027

Bakersfield, CA

California State University

B.S. in Computer Science

Dec 2024

Bakersfield, CA

EXPERIENCE

Apple

Device Management Quality Assurance

Jun 2025 – Present

Cupertino, CA

- File bugs for MDM build issues and collaborate with engineering teams for resolutions.
- Test for root access vulnerabilities on iOS/macOS to maintain compliance.
- Execute test cases for device enrollment, policy enforcement, and configurations.
- Analyze results and provide feedback to enhance MDM functionality and performance.

Apple

Apple Support College Program — Tier 1 Advisor

May 2023 – Present

Bakersfield, CA

- Reduced handle time 25% while keeping CSAT above 90% via tailored technical explanations.
- Resolved 80% of issues on first contact through efficient diagnosis and clear guidance.

California State University

President, Software Engineering Club

Aug 2023 – Aug 2024

Bakersfield, CA

- Organized second annual Coding Cup with 60+ attendees, a 50% increase from prior year.
- Designed coding challenges in HackerRank DSL for 45+ high school and university participants.
- Secured 2 sponsorships and managed \$1,500 budget for event operations.

California State University

Research Assistant

Jul 2022 – Aug 2023

Bakersfield, CA

- Co-authored research on “Cooling Power Waste from Malicious Thermal Measurements in Multicore Processors.”
- Presented “Energy Optimization of Cooling Systems,” reducing AC energy costs by 33%.
- Led 4+ member research team using PgAdmin4, Excel, Git, and GitHub with daily updates.

PROJECTS

Facial Recognition System | *JavaScript, Next.js, React, PostgreSQL, Go, Docker, Python*

Dec 2024

- Developed facial recognition system with cloud-based processing and secure authentication.
- Integrated MinIO for file storage and Google OAuth for authentication.
- Built Go backend with PostgreSQL for efficient data management.
- Used Docker for scalable, consistent deployment.

Coffee Machine | *Python*

Dec 2024

- Developed a coffee machine simulation modeling resource management and user input flow.
- Implemented features to track inventory, process orders, and handle payments.
- Applied control flow and function design to simulate real-time user interaction.

Blackjack Game | *Python*

Dec 2024

- Implemented terminal-based Blackjack game with logic for dealing, hit/stand, and win/loss detection.
- Used Python random module for realistic shuffling and deck handling.
- Designed scoring to handle Aces as 1/11 and detect blackjack, busts, and ties.

Independence Month | *C++, Makefile, cURL*

Mar 2023 – Dec 2023

- Created arcade game with parkour platforms for lander.
- Used cURL for web requests and high-score updates.
- Built random generator to spawn asteroids.

TECHNICAL SKILLS

Languages: Python, C/C++, HTML/CSS, JavaScript

Developer Tools: Git, VS Code, Postman, PyCharm, Linux, Docker, MongoDB, Swift, PostgreSQL, Scripting

Frameworks: React, Node.js, Next.js