

HAMZAH AHMED

ASPIRING ACTUARY



hamzahahmed.com



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Prosper, Texas

EDUCATION

Prosper High School

Prosper, Texas

Class of 2027

TECHNICAL SKILLS

- **Programming:** C#, Unity Engine
- **Data Analysis:** Microsoft Excel, Probability-Based Modeling
- **Development:** Debugging & Testing, Systems Design, AI Navigation, Physics Simulation
- **Project Skills:** Project Planning, Software Development Lifecycle

RELATED COURSEWORK

Aligned with planned Actuarial Science major:

- AP Statistics
- AP Calculus BC
- AP Macroeconomics
- AP Computer Science A

HONORS & AWARDS

- UIL Computer Applications District Champion; Regional Qualifier (10th Grade)
- AP Scholar with Honor (12th Grade)

ACADEMIC PROFILE

PLANNED MAJOR: ACTUARIAL SCIENCE

Aspiring actuarial science student with interests in mathematics, statistics, and computational analysis. Experienced in applying programming and data-driven methods to analyze systems, develop models, and solve complex problems. Seeking a Center of Actuarial Excellence (CAE) program to deepen actuarial knowledge, develop risk assessment skills, and prepare for a career in the actuarial profession.

PROJECTS & TECHNICAL EXPERIENCE

MONKEYTYPE — OSS CONTRIBUTOR & #1 TEXAS SPEEDTYPIST

9TH–12TH GRADE | 8 HRS/WEEK

- Ranked Top 20 globally (#1 Texas) with a peak speed of 230 WPM on 1-minute typing tests.
- Discovered and responsibly disclosed a critical security vulnerability; contributed open-source fixes and analyzed 5+ years of performance data.

BLOOKETVALUES — FOUNDER & LEAD DEVELOPER

9TH GRADE | 3 HRS/WEEK

- Founded a community platform analyzing virtual item markets through scarcity, probability, and supply-demand trends.
- Developed valuation models using statistical analysis to estimate market values and identify pricing patterns.

GAME DEVELOPMENT COMPETITION — PROJECT LEAD & PROGRAMMER

10TH GRADE | 3 HRS/WEEK

- Won a prototype competition and led a 3-person team in developing the Unity-based rhythm game: Marvelous Mania.
- Directed project planning, programming architecture, and implementation of core gameplay systems.

INDEPENDENT GAME DEVELOPER — SOLO DEVELOPER

11TH GRADE | 4 HRS/WEEK

- Programmed two Unity games (Geotype and Tether) in C#, implementing AI navigation, data structures, physics systems, and UI frameworks.
- Managed the full development process independently, from system design and programming to testing and refinement.