

Ibraheem Ahmed

Computer Science student at Leiden University. Real-time graphics, systems and data pipelines.

ibraheem@base-0.com · Netherlands

Website: <https://base-0.com> · GitHub: <https://github.com/lusetto>



EXPERIENCE

Teaching Assistant · Leiden University Sept 2026 – present

Teaching assistant for the Computer Graphics course at Leiden University: helping students during the interactive workshops, and grading.

Barista · &Tea, Delft Aug 2022 – Apr 2023

Front-of-house and drink preparation at &Tea, a bubble tea shop in Delft.

Shelf stocker, then cashier and service desk · Albert Heijn, De Lier Aug 2020 – Nov 2021

Stocking, checkout and service desk work at the Albert Heijn in De Lier, alongside secondary school.

Web developer · Redframes Dec 2019 – Sept 2020

Built and maintained the website for Redframes, a photography company, working remotely.

EDUCATION

BSc Computer Science · Leiden University Sept 2023 – expected Mar 2027

BSc Mechanical Engineering · TU Delft Sept 2022 – Jul 2023, not completed

VWO Gymnasium: Natuur & Techniek and Natuur & Gezondheid · Grotius College, Delft Sept 2016 – Jun 2022

PROJECTS

Case-tracking system for a legal department Jul 2026 – Aug 2026, still maintained

A private case management application for a legal office, Arabic-first and right-to-left. Each case is a record with court properties and rich-text notes, and a single case or the whole filtered table can be exported to PDF or printed on the office's own letterhead.

This site, as a career database Aug 2026 – present

A portfolio built as a queryable graph rather than a set of pages. Skills and tools are structured data that every project, course and role references, so one source generates the site, a targeted CV and the contact files.

Certhub: a six-person team build with a real client Feb 2026 – Jun 2026

A certificate management web application, built by a team of six for the Software Engineering course. We planned it in Scrum sprints and stayed in contact with the client it was for.

Microscopy image processing and 3D reconstruction Nov 2025 – Jan 2026

A Python pipeline for confocal microscopy data. It reads Zeiss CZI z-stacks and their metadata, applies composable filters, segments the volume, and reconstructs a surface mesh that exports as STL. An interactive viewer sits on top of it, and its frame rate is instrumented.

A real-time renderer built from the maths up Nov 2025 – Jan 2026

A C++ and OpenGL engine written for the Computer Graphics course. It carries its own vector maths library and lighting shader, and an interactive scene where thrown light sources light the geometry around them as they move.

CREDENTIALS

IELTS Academic · British Council / IDP / Cambridge English Feb 2026

Overall band 8.5 (CEFR C2). Listening 8.5, Reading 9.0, Writing 8.0, Speaking 7.5

SKILLS

Competencies: Building around how the work is actually done, Delivering inside someone else's process, Implementing the primitives rather than importing them, Learning the domain before building for it, Measuring instead of asserting, Explaining technical material to people learning it

Tools: Angular, Astro, C++, NumPy / SciPy, OpenGL, Python, React, Scrum, TypeScript, Firebase, scikit-image, CMake

LANGUAGES

Dutch (native) · English (professional) · Arabic (conversational)