QASIM NAEEMUDDIN

Waterloo, ON | (226)-868-6509 | qasimnaeemuddin@gmail.com | LinkedIn | Portfolio

EDUCATION

Wilfrid Laurier University   **Waterloo, ON**
Honors Bachelor of Computer Science   Sept 2023 – Present
- Courses: Introduction to Python, Object Oriented Programming, Data Structures I and Data Structures II

EXPERIENCE

Majorel   **Waterloo, ON**
Technical Support Specialist   Jan 2023 –Aug 2023
- Resolved escalated customer inquiries via telephone and remote access tools to ensure quick and efficient solutions. This process improved customer satisfaction by **30%** and contributed client loyalty
- Assisted customers with setting up online banking accounts, resetting passwords, and navigating the website using tools such as Salesforce, helped streamline the onboarding process and improved the user experience
- Quickly Fixed issues to minimize customer downtime by **15%** and led to fewer recurring customer issues
- Tracked progress of service requests using Jira, ensured all cases were resolved in a timely manner

PROJECTS

Farming Simulator
- Developed a 2D farming simulator game using C# and Unity 6 system, where players can grow crops
- Utilized Unity's Animation tools to create smooth 2D animations for player movements and visual storytelling
- Developed game logic in C#, including crop growth algorithms, and an inventory system for resources
- Utilized Unity's Tilemap and Sprite Renderer systems, incorporating farmland and interactive objects

Weather Web App
- Developed a dynamic weather application using JavaScript and HTML, enabling users to check real-time weather updates for any city globally, providing instant access to local weather conditions and forecasts
- Integrated a third-party weather API to retrieve and display up-to-date information such as temperature, humidity, and forecasts, ensuring users are informed with accurate and precise weather data at all times
- Created an intuitive, responsive interface that simplifies user input for city searches and delivers immediate weather results, improving both usability and overall engagement with the application

Flappy Bird Game
- Developed a fully functional clone of the Flappy Bird game using Java, incorporating smooth gameplay mechanics, responsive user controls, and efficient collision detection to ensure a seamless gaming experience
- Designed and coded the core game logic, including bird movement mechanics, obstacle generation patterns, and dynamic score tracking, providing an interactive and challenging game environment for users to experience with
- Applied object-oriented programming principles to develop modular and reusable code components, facilitating easier future updates, bug fixes, and the addition of new features, improving the game's scalability and durability

NBA Quiz
- Designed and developed an interactive NBA quiz using HTML and CSS, featuring 5 multiple-choice questions
- Utilized JavaScript to handle user input, validate answers, and provide instant feedback at the end of the quiz
- Implemented dynamic scoring functionality to calculate and display the final score upon quiz completion

TicTacToe App
- Developed a Tic-Tac-Toe game using Swift and SwiftUI, implementing a responsive 3x3 game grid
- Designed a user interface utilizing SwiftUI for efficient game layout, enhancing experience on iOS devices
- Integrated game logic to handle player moves, detect win conditions, and reset the game state dynamically

SKILLS & HOBBIES

- **Programming Languages:** Java, JavaScript, Python, React, CSS & HTML, Swift, SwiftUI, C#, C & C++
- **Libraries, Frameworks, Tools**: VS Code, Unity, React, Flask, Git, Eclipse, Salesforce, Jira
- **Hobbies:** Basketball (Toronto Raptors), Hockey (Toronto Maple Leafs), Reading autobiographies