Aasiruddin Walajahi

http://aasir.github.io walajahi@msu.edu | 517-802-8422

COURSEWORK

UNDERGRADUATE

Algorithms and Data Structures
Operating Systems
Object-Orientated Software Design
Computer Architecture
Mobile App Development (Android)
Compilers
Parallel Programming

MOOCS

Introduction to iOS Development with Swift
Developing Android Application

SKILLS

PROGRAMMING

Proficient: C++ • Python

Working Knowledge C • C# • HTML/CSS • JavaScript PHP • Assembly(SPARC) • Ruby on Rails Android • MySQL

Familiar: LATEX • iOS

LINKS

Github:// Aasir LinkedIn:// aasiruddinw

LANGUAGES

Fluent:

English • Hindi • Urdu

EXTRACURRICULAR

ACTIVITIES

- Volunteered to administrate Polio to the underprivileged children in Jeddah, Saudi Arabia.
- SpartaHack Organizer/Android Developer
- The National Society of Collegiate Scholar's Invitee.
- Member of Spartan Hackers and ACM Chapter of MSU.

EDUCATION

MICHIGAN STATE UNIVERSITY

BS IN COMPUTER SCIENCE

Expected December 2016 | East Lansing, MI

Conc. in Business

College of Engineering

Dean's List (All Semesters)

Cum. GPA: 3.8 / 4.0

INTERNATIONAL INDIAN SCHOOL

Grad. May 2012 | Jeddah, Saudi Arabia

EXPERIENCE

MATRIX RESEARCH CENTER

STUDENT DEVELOPER

February 2015 - Present | East Lansing, MI

- Developed and maintained functionality of websites by utilizing languages and frameworks such as PHP, WordPress, JavaScript, CakePHP, Android and MYSQL.
- Worked on a team of two developing a Location Based Experience application for the Android platform.

PROJECTS

MBIRA: LOCATION BASED EXPLORATION TEMPLATE APPLICATION BUILT USING ANDROID

- Implemented the the Location Based Mapping using the Mapbox Android SDK.
- Sole responsibility for the implementing the front end of the application.

SPARTAHACK II BUILT USING ANDROID

- A work in Progress.
- Currently working on implementing a concierge functionality utilizing a Parse back-end.

PITCHPERFECT BUILT USING SWIFT

• A sound manipulation application using which users can record their voice and change it's characteristics.

TIC-TAC-TOE BUILT USING SWIFT

• Made the classic Tic-Tac-Toe game in Swift to learn the language and learn to Cocoa framework.

WEATHER APPLICATION BUILT USING C#

- Utilized the IPInfoDB API to determine geographical coordinates based on the user's IP address and Forecast.io API to gather the weather information.
- Handled data in JSON and displayed it to the User.