Abdul Wassid

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|https://github.com/AbdulWassid|

EDUCATION

Associates of Arts in Computer Science, St. Petersburg College (SPC), St. Petersburg, FL   Expected May 2026

Bachelor of Arts in Computer Science, University of South Florida (USF), Tampa, FL   Expected May 2028

SKILLS

Languages: Proficient in Python and Java; Familiar with HTML, CSS, and JavaScript

EXPERIENCE

Home Depot   Feb 2023 – Present
Cashier
- Provided excellent customer service, assisting with purchases and inquiries.
- Facilitated client and point of sale transactions
- Maintained a clean and organized workspace to enhance the shopping experience.

McDonalds   July 2021 – Nov 2023
Crew Member
- Delivered fast, friendly service to customers while maintaining efficiency.
- Prepared food and beverages in accordance with company standards.
- Ensured cleanliness and organization of the work area during shifts.

KEY PROJECTS

Godzilla vs King Kong Game   *Mar 2025 – Apr 2025*
- Developed a dynamic 2D action game featuring King Kong and Godzilla, using Pygame to create a fully interactive environment with custom animations and sound effects inspired by Donkey Kong (1981).
- Implemented player controls, collision detection, and various game mechanics including climbing, jumping, and weapon usage, ensuring a smooth gameplay experience.
- Designed and integrated multiple levels with complex platforms, obstacles, and enemies, while tracking player scores and managing game resets on failure or victory conditions**.**

Password Generator   *Mar 2025 – Mar 2025*
- Developed a Python password generator function that creates secure passwords with customizable options for length, numbers, and special characters.
- Implemented logic to ensure password meets specified criteria, including checks for numeric and special character inclusion.
- Utilized Python's random and string modules to generate random, secure passwords dynamically based on user input.

Personal Portfolio Website   *Nov 2024 – Dec 2024*
- Designed an interactive and responsive layout showcasing projects and achievements.
- Implemented JavaScript for interactive elements such as buttons and forms.
- Optimized the site for mobile and desktop views, ensuring smooth user experience.

Pong Game   *Aug 2024 – Sep 2024*
- Developed a Ping-Pong game using Python's Turtle graphics library, incorporating real-time player interaction through keyboard controls.
- Implemented ball and paddle collision detection, dynamic scoring system, and game reset functionality for an engaging gaming experience.
- Integrated a win condition and score display that updates on-screen, allowing for automatic game restart after a player wins.