

Andrea Habib

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EDUCATION

City University of New York, College of Staten Island

Bachelor of Science in Computer Science

Current GPA: 3.896

Relevant Coursework:

Discrete Structures and Algorithms, C++ Programming, Database Fundamentals, Java, Data Structures, Computer Organization

Staten Island, NY

Expected May 2022

Dean's List 2018-2020

TECHNICAL SKILLS

Programming: JavaScript, C++, HTML, CSS, Python, Bash, Java (JavaFX), Ruby, PHP

Frameworks & Libraries: React.js, React-Redux, PostgreSQL, NPM, Bootstrap, Node.js, Express.js

Technologies: Spyder, Xcode, Git/GitHub, Adobe Photoshop, OS X, Unix, Linux, Heroku, Visual Studio Code

PROFESSIONAL EXPERIENCE

Major League Hacking

New York, NY

Internship

Jun 2020 – Aug 2020

Worked in an agile environment where I engaged in daily stand ups and weekly sprint retrospectives. Worked on MLH hackathon and used various tech stacks to help decrease panic associated with COVID-19 pandemic crisis. Worked on a client project.

Client engagement and support

- Contributed to the open source community by writing a step-by-step technical documentation to install Windows Subsystem for Linux resulting in the ability of using Discourse on Windows 10.
- Applied Ember.js to fix UI issues that were preventing sorting text from showing up, and create a modal to prompt a warning to the user if they click the delete button on a post.
- Utilized Ruby on Rails to hide system queries from the backend in Discourse.

MLH Hackathon Kickoff

- Led a team of 3 developers and won 1st place in an MLH Hackathon by using PostgreSQL, Express.js, React.js, and Node.js (PERN) tech stacks to build an application that shows a map of covid cases in your area.
- Frontend responsibility - Used React.js, Javascript and Google Maps API to show the map with the cases on the frontend
- Database responsibility - Used PostgreSQL to store user information through login and register in the database
- Used Git/GitHub for version control and created a workflow with my team.

TECHNICAL PROJECTS

GameFaves, Full-stack Web Application, Tech Talent Pipeline Capstone Project

New York, NY

Software Developer Student - Apprenticeship

Jun 2020

Interviewed and selected to participate in a full stack development bootcamp in which topics on use of PostgreSQL, Express, React.js, Node.js were first taught and then applied to delivering a minimum viable product in an agile environment.

- Led a group of 3 members to develop a full-stack web application that allows a user to look up different video games and add them to their favorites on their account.
- Created user login and registration pages using React.js and Redux Javascript frameworks to create a user friendly front-end
- Used Axios for HTTP POST requests from API to search for video games and add them to favorites page using PostgreSQL, Express.js and Sequelize
- Utilized Git/GitHub for version control and continuous development with my team.

BattleFood

Object Oriented Programming

Dec 2020

- Led a group of 2, developed a 2D-grid oriented game based on the Battleship board game using object oriented programming, including a graphic user interface with an overall food theme using Java and JavaFX.

ASSOCIATIONS & INTERESTS

Major League Hacking alumni, Aug 2020

MLH Hackathon Kickoff

- Won 1st place out of 8 teams based on amount of tech stacks used and functionalities of website

LEADERSHIP EXPERIENCE

“Git into Github” Workshop

- Led and organized a workshop to introduce git and github for my computer science community