SAMI HOSSAIN

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EDUCATION:

Hunter College CUNY   **Expected Graduation June 2022**
Bachelor of Arts, Computer Science **GPA: 3.5**
Recipient of Merit Scholarship

Brooklyn Technical High School   **Sept. 2014 – June 2018**
Software Engineering Major, Honor Rolls
Advanced Regents Diploma, AP Scholar with Distinction Award

RELEVANT COURSES:

Computer Science: AP Java, Intro to Python, Intro to C++, Computer Science Principles
Mathematics: Calculus II, Statistics II, Discrete Math

SKILLS:

Programming Languages: Java, CSS, React, C++, Redux, JavaScript, HTML5
Software: NI Multisim, Auto-CAD

EXPERIENCE:

Student   **July 2019 – August 2019**
CUNY 2X Tech TTP Program   **New York, NY**
- Completed selective program that provided additional CS education and practical skills development.
- Built single page applications using modern web development technologies such as React, Redux, Express, PostgreSQL, and Sequelize.

Software Engineering Intern   **July 2017 – August 2017**
Teach for America   **New York, NY**
- Created flowcharts of software modules & components to aid in the rewrite of these components and maintain all previous functionality.
- Completed mule tickets in an agile environment for a system migration project, helping the team clear the backlog of tickets and pull through before the important deadline.
- Shadowed senior developers working on integrating a new service and cross-company-collaboration to understand the process, workflow, and responsibilities.

PROJECTS:

Silver Ranking Bot, Halite 2 Java   Project Link
- An intelligent bot made using basic Java for the Halite 2 A.I. competition. Scored within the 98th percentile of competition of 6000 global participants. The strategy revolved around using TreeMaps for sorting by distance, a priority list of tasks for the conditional logic, and an optimal pathfinding algorithm to coordinate with hundreds of objects.

Escape Room Java, jmonkey engine, Blender   Project Link
- A 3D sandbox puzzle game made using the jmonkey engine and assets via blender. The player looks for objects hidden throughout the room while using different aspects of the physics and collision engine to help them along the way.

O.C.R. Font Generator Symposium Project Java   Project Link
- An algorithm to process images of handwriting and identify the corresponding alphabetical letters. We built the algorithm without using any non-standard libraries/external resources. It was able to accurately approximate letters that contained linear strokes more than 50% of the time.