Taneim Miah

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EDUCATION

New York University Tandon School of Engineering   **New York | Sep 2020 — Present**

> **Expected Graduation Date:** Fall 2023, **GPA:** 3.848, **Major:** Computer Science
> **Relevant Coursework:** Creative Coding, Game Development Studio, Human-Computer Interaction, Game Design, Java & Web Design, Intro to Game Programming, Intro to Databases, Design Project, Computer Networking, Intro to Operating Systems, Software Engineering, Design & Analysis of Algorithms, Computer Architecture and Organization, Data Structures and Algorithms, Data Analysis, Introduction to Engineering and Design, Object-Oriented Programming, Discrete Mathematics

SKILLS

Disciplines: App Development, Game Development, Virtual Reality Development, Research, Networking, Web Development, Web Design, Embedded Systems, Marketing, Teaching

Languages: Python, C++, C#, Blueprints Visual Scripting, C, Java, Javascript, Kotlin, HTML, CSS, XML, Git, SQL

Technologies: Unity Engine, Unreal Engine, GitHub, BitBucket, React, MySQL, Flask, Node, Amazon Web Services (AWS), Microsoft Azure, Microsoft Excel, Microsoft Word, Microsoft PowerPoint, Solidworks, AutoCAD

Platforms: Windows, Android, Linux, Unix, iOS, macOS, WebGL, ChromeOS

Design: Figma, Clip Studio Paint, Photoshop, Krita, Inkscape, Adobe XD, Adobe Illustrator

PROFESSIONAL EXPERIENCE

Software Developer, NYU CREATE Lab   **New York | Jun 2022 - Present**

- Designed tools and environments that will be used for games and research purposes
- Worked on Virtual Reality projects that are in use at the CREATE lab, designing interfaces, new mechanics, and levels
- Utilized NYU's Corelink system, a real-time low-latency network framework, to build multiplayer systems and network connections for applications at the CREATE Lab
- Taught game design and development fundamentals to dozens of students during the CREATE Lab's Coding for Game Design Summer Classes
- Debugged dozens of student projects and helped students finish a fully-fledged game within 5 days

Software Development Intern, NYU CREATE Lab   **New York | Jan 2022 - May 2022**

- Created tools that will be used by researchers and graduate students at the CREATE Lab at New York University (NYU)
- Used knowledge of game and app development to build Virtual Reality applications in Unreal Engine for research purposes

Software Development Intern, ranForest()   **New York | Jun 2020 - Aug 2020**

- Led a team of fellow interns with extensive knowledge in development, strong leadership, and coordination skills
- Built Android applications and highly customizable educational games
- Helped design complex math problems to teach students in a fun and educational way
- Worked with other interns on setting up the social media branding for the company
- Engaged in market research with other interns by researching different companies and gathering marketing tactics

KEY PROJECTS

Looking Inside Cells VR, CREATE LAB @ NYU   **New York | 2022-2023**

- Used Unreal Engine to develop education virtual reality simulations for students to learn about biology and cells
- Helped design simulations that would be used for research purposes
- Added many components and features to help the quality of life and game feel
- Collaborated with other labs to introduce other elements like networking and multiplayer into the simulations

Condemned, Game Design   **New York | 2023**

- Led a game design group to create a narrative Metroidvania-style game in Unity
- Created many assets and VFX to stylize the game with pixel-art
- Designed a very polished game with lots of content within the small timeframe of 6 in-class weeks
- Established a strong plan and good scope allowing all team members to complete all goals within the timeframe comfortably

PROGRAMS

Beaver Works Summer Institute, Massachusetts Institute Of Technology   **Massachusetts | Jan 2019 - Aug 2019**

- Program for Embedded Security and Hardware Hacking
- Placed third out of eight teams in a competition against other students to create a secure embedded system and hack other teams' embedded systems
- Learned embedded security basics and knowledge in cryptography through practical examples and competition

AWARDS & ACHIEVEMENTS

- NYU Tandon Dean's List Fall 2020 - Spring 2021, Fall 2021 - Spring 2022, Fall 2022 - Spring 2023