DANIYAL NAEEM

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TECHNICAL SKILLS
Programming: C++, Python, Arduino C/C++, HTML, CSS, JavaScript
Libraries and Frameworks: jQuery, React
Technologies: Windows, OS X, Linux, Git/GitHub, Arduino IDE

EDUCATION
Hunter College CUNY, New York, NY
BA in Computer Science, Overall GPA: 3.5/4.0
Dean's List: Fall 2013, Fall 2014, Spring 2015   **Expected June 2018**

RELEVANT COURSEWORK
Software Analysis & Design: I, II, III, Calculus: Analytic Geometry I & II, Discrete Structures, Computer Theory, Computer Architecture: I, II, III, Operating Systems, Microprocessors and Embedded Systems, Networking, Android Development, Data Networks and Communications

RELEVANT EXPERIENCE
CunyCodes Development Program   **February 2018 – May 2018**
Software Developer
- Selected for a competitive software development program to gain real world experience by working in a team to design and deploy a MVP under the guidance of industry mentors
- Learn in-demand technologies like MongoDB, Express, React and Node as well as industry practices such as version control with Git/GutHub, agile and scrum with Trello and Slack

PROJECTS
Second Website
- A website aimed at familiarizing myself with HTML, CSS, and JavaScript with jQuery
- Contains a main page and a secondary about page with a small bio, uses CSS3 and jQuery effects such as hover, scale, and slide toggle for a more dynamic website experience

Operating System Simulation
- Source code written in python
- A program designed to simulate the functions of an operating system, follow a priority scheduling scheme with preemption for new and existing processes, allocate space in main memory, update frame table using LRU replacement policy, and redirect processes to hard disk for I/O operations

Blackjack Ltd
- A standalone embedded system designed for an Arduino UNO, source code in python and C++
- Design software that can emulate the popular Blackjack (21) card game with a user interface that includes an LCD display and input buttons, designed for single player use

WORK EXPERIENCE
Kumon   **December 2013 – January 2018**
Instructor, December 2013 – Present
- Supervise early learners in completing assigned Math and English classwork
- Responsible for familiarizing students with the standard Kumon procedure
- Communicate with parents via phone to set up parent teacher conferences

Grader, December 2013 – Present
- Responsible for marking and grading completed homework and classwork
- Sit with students and provide them with feedback about their strengths and weaknesses