

# Nooh M. Hashmi

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## EDUCATION

West Chester University of Pennsylvania – 700 S High St, West Chester, PA

*Bachelor of Science, Computer Science*

Graduation: December 2025

Selected Courses: Computer Science I, Computer Science II, Computer Science II, Computer Systems, Software Engineering, Game Development, Business and Professional Speech

## EXPERIENCE

UNIQLO, King of Prussia, PA

August 2024 – current

### *Sales Associate*

- Curated customer transactions at cashier including, sales, returns, exchanges, and price adjustments, while accurately handling cash, when receiving payment and giving change
- Thoroughly worked with my team members to make sure the sales floor was fully stocked and neat for the best customer experience
- Actively helped customers with problems, guiding them to items they want, and our fitting room or registers, helping customers out with self-checkout, and giving advice on how the clothing looks on the customer

AMERICAN READING COMPANY, Bluebell, PA

June 2019 – August 2023

### *Warehouse Associate, Assembly*

- Contributed to the mission of ARC, an organization that strives to improve entry-level English and Spanish education through curriculum, assessments and learning partnering with 5,320 schools, 1,070 districts and 50 states
- Efficiently worked with other warehouse members in getting items off shelves and packing them to get ready for the next department to ship out
- Effectively learned what to do in different departments where help was needed so everything could perform smoothly, for example, Learned how to pack a work order, and shelved books after they were received.

## School Involvement

West Chester Programming Competition (WCPC)

- Competed to complete 4 different programming problems the fastest
- Completed coding questions, for example changing strings to ints, and going through and array to arrange it in a specific order

## **Class Experience**

### **Game Development**

- Efficiently used GODOT to create video games
- Worked with GODOT's own Programming language GD script
- Created Projects in the classes text book and for the projects improved upon them in our own unique ways
- Collaborated with 3 or 4 other members to create our own idea as a playable video game

### **Software Development**

- Learned the basics of software development
- Implemented all techniques that were learned to complete the homework that was assigned
- Gained the ability to create HTML diagrams and create and read flowcharts
- Learned and implemented Run-Time Polymorphism, Refactoring, and how to move certain lines of code from one file to another

### **Computer Systems**

- Created programs in C to learn how the computer operates
- Gained knowledge on the basics of how to use nano and Command Prompt
- Used Command Prompt to move, edit and create files and directories
- Learned about the different hardware of computer

### **Computer science I, II, III**

- Sharpened my knowledge on Java
- Learned how to use Arrays, lists, queues, stacks
- Gained experience using and creating Trees
- Learned Basic and complex concepts of coding and java

## **Projects**

- Stone Bridge Treasure Heist, Game Development Team Projects 1
- Hoard Rush, Game Development Team Project 2
- Assignments 1, 2, 3, 4, Software Engineering
  - Used the many topics talked about to complete the code given

## **SKILLS**

Software: Microsoft Word, Excel, PowerPoint, JGrasp, Visual Studio Code, Godot

Programming Languages: Java, C-code, Gd script