

# Haris Sohail

☎ (646)-707-5333  
📍 Astoria, NY 11106  
✉ [haris.sohl@gmail.com](mailto:haris.sohl@gmail.com)  
🐙 <https://github.com/Ha-So>  
📁 <https://ha-so.github.io/Portfolio>

## EDUCATION

### Oregon State University

*B.S. in Computer Science (GPA: 3.71)*

December 2018

### Stony Brook University

*B.S. in Chemistry*

December 2015

## EXPERIENCE

### Northwell Health Feinstein Institutes for Medical Research - Manhasset, NY

*Software Engineer (Applications Engineer) | Python / JS / PHP / C# / .NET* **April 2019 – Present**

- Developed fullstack application modules, plugins and hooks (PHP, JavaScript, NodeJS, MySQL) to meet researcher needs. Contributed to public software development community with module development for REDCap.
- Built APIs (C#, .NET) for data integration between multiple systems.
- Wrote Python (Py, SQLServer) applications for data manipulation, APIs and analysis to automate workflows.
- Designed and developed fullstack web application (MySQL, C#, .NET) to encapsulate legacy software.

### PSEG Long Island - Bethpage, NY

*Intern (Software and Networking) | Python / Bash / AWS*

**June 2018 – September 2018**

- Developed software with Python and Bash for network devices to automate firmware updates and streamline device protocol configuration.
- Wrote production-level code for interpreting and parsing immense data sets.

### Allegiant Health - Deer Park, NY

*Chemist*

**August 2015 – July 2017**

- Conducted analysis on pharmaceutical drug formulations for products, raw materials, method validation and instrument calibration. Exercised frequent problem solving and statistical data analysis.

## PROJECTS

### Amaya & Ko (🏆 Award Winning Unity Engine Game)

*C# / Windows / Android | <https://github.com/Ha-So/Amaya-Ko>* **October 2018 – January 2019**

- Designed and commercially released an artistic 2D story based game with dynamic physics, puzzles and 3D depth achieved through extensive C# object oriented programming. Playable on Windows, Mac, Linux OS and Android.

### Roll/On/Sushi (🍱 Android Application)

*Flutter / Dart / Android | [https://github.com/Ha-So/roll\\_on\\_sushi](https://github.com/Ha-So/roll_on_sushi)*

**March 2021 – Present**

- Built with Flutter, Dart and Google APIs to create a cross platform mobile application that aids the user in deciding where to eat.

### C++ Agent

*C++ / Linux | <https://github.com/Ha-So/C-Linux-Game>*

**May 2017 – June 2017**

- A fully interactive top-down RPG with resourceful visuals where multiple rooms are dynamically created for the player to traverse and solve various objectives utilizing OOP methodology.

### TweetMe (🐦 Android Application)

*Java / Android | <https://github.com/Ha-So/TweetMe>*

**July 2018 – August 2018**

- Applied Twitter API to create an Android app to interact via OAuth 2.0. Features a single action post of your current location.

## SKILLS

Python  
PHP  
Android

C / C++  
HTML/CSS  
SQL Server

C#  
SQL / NoSQL  
MySQL

JavaScript  
Flutter  
Git

NodeJS  
Dart  
Unity