

Haris Sohail

☎ (646)-707-5333
📍 Astoria, NY 11106
✉ 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 custom application modules, plugins and hooks (REDCap, PHP, JavaScript) 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, SQL) applications for data manipulation and analysis to automate workflows.
- Designed and developed in-house web application (SQL, 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

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
Unix Shells

C#
SQL / NoSQL
OpenCL / OpenGL

JavaScript
Flutter
Git

Java
Dart
Unity