

Haaris Iqbal

First Class Honours CS @ RHUL

Analytically minded, particularly adept at problem solving and algorithm design. Agile learner, with a keen interest in various branches of development. Proficiency in several programming languages, with a high aptitude for quantitative reasoning.

haaris.n.iqbal@gmail.com

+44 7851 797900

London, United Kingdom

haarisiqbal.com

linkedin.com/in/haaris-n-iqbal

EDUCATION

BSc (Hons) - Computer Science

Royal Holloway, University of London

09/2019 - 06/2022

Notes

- Graduated with First Class Honours.
- First in FYP: Algorithms for Economics and Social Choice.

WORK EXPERIENCE

Teaching Assistant

Royal Holloway, University of London · Part-Time

09/2021 - 07/2022

Egham, Surrey, UK

Teaching Assistant in the Department of Computer Science at RHUL. Role selection was particularly competitive for 2021/2022 academic year.

Achievements/Tasks

- Worked in various programming, design, and engineering modules - CS2800, CS1890, CS1840, CS1822, FY1009.
- Assisted students with courseworks, programming tasks and lab sheets. Marked lab sheet checkpoints and milestone worksheets. Supervised 5 team project groups for CS1822 (20+ students).
- Worked as the sole Teaching Assistant for Year 2 Software Engineering (BCS accredited as Best Practice). Managed lab sessions - taught TDD, use of VCS, and SE methodologies. Resolved significant SE coursework issues on an individual basis.

Developer

Capventures Pakistan (PVT) Limited · Contract

06/2020 - 08/2020

Lahore, Pakistan

Mocca coffee (the subsidiary company of Capventures) is a popular café with multiple locations in major cities throughout Pakistan.

Achievements/Tasks

- Tasked with designing, building, testing, and deploying the Mocca Website. Primarily focused on frontend development.
- Responsible for development of huge elements of the project, including the landing page, menu, locations page, customer carousel, etc.

Development Intern

Plan9 - PITB's Tech Incubator · Internship

08/2017 - 08/2017

Lahore, Pakistan

Plan 9 is a "tech incubator" with the vision of cultivating an entrepreneurial ecosystem and creating commercially viable technology startups.

Achievements/Tasks

- Worked with Web Development team, gained first hand experience in web design. Learned HTML & CSS and observed the product strategies of startups.
- Worked with various startups on their marketing and business development.

SKILLS



PROJECTS

Royal Hackaway v5 · Hacking Video Game
(02/2022 - 02/2022)

- Built simple pseudo-attack commands along with in-game missions to emulate the experience of being a hacker. Developed and written in C# using the Unity Engine within 26-hour time constraint. Collaborated over Git.
- Awarded certificate for Best UX Design.

Google Coding Challenge (06/2021 - 07/2021)

- Given unit tests and a software specifications document, task was to develop a YouTube application.
- Used Test Driven Development (TDD) methodology. Written and Completed in Java. Awarded certificate.

Royal Hackaway v4 · Chess Video Game
(02/2021 - 02/2021)

- Created 2D "enhanced chess" video game in a team of two, within 30h time constraint. Designed from scratch, written in C# using the Unity Engine, with custom sprites and sounds using Piskel and Bfxr. Collaborated over Git.
- Competed for the first time, achieved the position of runner-ups. Awarded medal.

Mocca Coffee Website (06/2020 - 08/2020)

- Website built from scratch for the subsidiary company of Capventures, Mocca Coffee.
- Written in HTML, CSS, JavaScript and PHP, using Bootstrap Framework.

Student Database Application (12/2018 - 04/2019)

- Full-fledged standalone database application. GUI front-end, MySQL database back-end. End of year project, achieved a mark of 100%.
- Written in Python3 using Python Imaging Library (PIL) and Tkinter.

ORGANISATIONS

Royal Holloway Students Union
(09/2021 - 06/2022)

Year 3 Computing Course Representative

TEDx Lahore Women (10/2017 - 10/2017)

Volunteer Organiser

BelBots - Robotics Company (07/2017 - 08/2017)

Advanced Engineering / Robotics Student