

HAMMAD SAEED

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EXPERIENCE

Collage INC. Spuriq

Programming Instructor

San Francisco, CA

June 2020 to present

- Designed a 2-month Python course with syllabus, weekly assignments, and lecturer notes.
- Created a 4-month HTML and CSS course template outlining weekly outcomes and necessary resources for course completion.
- Instructed a class of how to use game development software and introduced lua scripting in Roblox Studio
- Collaborated with colleagues to address teaching needs and coursework for students respective abilities.

SOTERIX MEDICAL

Design Intern

New York, NY

October 2018 to May 2019

- Used design software (Multisim, Ultiboard) and Data Sheets to create model IC for prototype boards
- Created documentation for design aspects of medical devices: bill of materials, change logs

SKILLS

- Languages: C++-STL; Python3-Pandas,PyGame,Bs4; Java; Javascript (html css), shell
- Technologies: Django, Bootstrap, Node.js, Express.js, Postman, MongoDB, VScode, Sublime, zshell, various Linux distributions
- Version Control: Git, BitBucket

EDUCATION

The City College of New York

B.S. in Computer Science with Minor in Chemistry. GPA: 3.34

New York, NY

Intended Fall 2021

- Relevant Coursework: Data Structures and Algorithms, Software Design Laboratory, Relational Databases, Programming Paradigms, Scientific Programming, Computer Systems
- LAESASHPE: collaborated with club-members to create routes on the back-end for the SHPE website using express.js
- ACM: participated in outreach for technical interview workshops and general activities hosted by the club.

PROJECTS

- "Animated Triangle"(Summer 2020). Used Modern OpenGL techniques to create a floating triangle animation with 3D perspective, created shaders and meshes. Used the GLM, glew and SDL2 libraries. C++
- "Market-Scraper"(Spring 2019). Used the BS4 python module with the lxml parser to scrape the MarketWatch Website index in real time, the output was written to a text file. Python3
- "Empire Strikes Back" (Fall 2019). Used PyGame Library to make a Star Wars 2D game shooter, used sprites to animate attack ships. Created classes for multiple objects, and made use of OOP methods, Inheritance. Python3
- "Tip Calculator" (Summer 2018). Created an ios application for iPhone that calculates the percentage of tip based on billing amount. Swift

— <https://github.com/Hammadus/>

TEACHING AND MENTORING

- 2018 - Computer Science Department T.A. for Introduction to Computing and Data Structures
- 2018 - Top-Honors Mathematics Instructor: Oversaw the progress of an at risk Middle-School student preparing for state exams, general results of student body- C average to B student.

ABOUT ME

- Languages: Urdu(native), Hindi(professional), Spanish(conversational).
- Interests and Hobbies: Acrylic Painting, Digital Art, Etymology, Park Conservation-Prospect Park Alliance member
- Currently: Co-creating a marketplace for exchange of gaming software, information on scripting, and anti-cheat bypass (specifically Rust). Hosting a discord market server with 250+ people. Request by email if interested.