Hammad Saeed

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EDUCATION

The City College of New York   New York, NY
B.S. in Computer Science, Minor in Chemistry   *Intended May 2022*
- Relevant Coursework: Data Structures and Algorithms, Software Design Laboratory, Relational Databases, Functional Programming Paradigms (Scheme), Scientific Programming, Fundamentals of Computer Systems, Computer Graphics (Spring 2021), Senior Capstone in Game Development (Spring 2021), Topics in Software Engineering (Spring 2021), Mathematical Optimization Techniques (Spring 2021), Operating Systems (Spring 2021)

CodePath iOS University   .
Semester-long IOS Mobile Development   *Spring 2021*
- Weekly app projects and labs and an original group app. A read-write twitter client that allows users to view and compose tweets using the Twitter API, A read-only movie browsing app similar to Rotten Tomatoes, A read-write Instagram-style app built from the ground up using a custom configured backend.

TECHNICAL SKILLS

Languages: C/C++, Python3, SQL, Java, Javascript
Technologies: Django, Bootrap, SQLServer, various Linux distributions. Some expreriance with MongoDB, postman, and Node.js

EXPERIENCE

Programming Instructor   June to August 2020
SPURIQ   *San Francisco, CA*
- Designed a 2-month Python course with syllabus, weekly assignments, and lecturer notes.
- Created a HTML and CSS course template outlining weekly outcomes and necessary resources for course completion.
- Instructed students on how to use game development software and introduced lua scripting in Roblox Studio

Engineering Design Intern   Oct. 2018 – May 2019
SOTERIX MEDICAL   *New York, NY*
- Used software (Multisim, Ultiboard) and Data Sheets to create model Integrated Circuits for prototype boards
- Aided design engineer in creating mock-up non-catalog chips needed for circuit boards
- Created documentation for design aspects of medical devices: bill of materials, change logs

Teaching Assistant   Fall 2020
City College of New York   *New York, NY*
- Computer Science Department T.A. for Introduction to Computing classes of 40-60 students

PERSONAL PROJECTS

Animated Triangle | *C++, GLM, glew, SDL2*   Summer 2020
  * Used OpenGL library to create a floating triangle animation with 3D perspective, created shaders and meshes.

Market-Scraper | *Python3, BS4*   Spring 2019
  * Used the BS4 python module to scrape the MarketWatch Website index and write 3 forms of columned data to a plain text file.

Empire Strikes Back | *Python3, PyGame*   Fall 2019
  * Used PyGame Library to make a Star Wars 2D game shooter, used sprites to animate attackships.

ABOUT ME

Languages: Urdu(native), Hindi(professional), Spanish(conversational)
Interests and Hobbies: Acrylic Painting, Digital Art, Etymology
Volunteering: Top-Honors Mathematics Instructor, Park Conservation-Prospect Park Alliance member
Currently: Co-creating a marketplace for exchange of gaming software, information on scripting, and anti-cheat bypass (specifi-cally Rust). Hosting a discord market server with 250+ people