

HANIA ABDUL BASEER

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EDUCATION

Bachelor of Computer Science (Advanced) – The University of Adelaide Feb 2021 –
GPA – 6.9/7.0 Feb 2023
Relevant Coursework – Algorithms and Data Structures, Object Oriented Programming, Web and Database Computing, and Maths for Data Science.

EXPERIENCE

Information Technology Officer – Women in STEM Society Adelaide Jan 2022 –
Building and maintaining the club's website. I also maintain a mailing list of 200+ club members, and Present
assist in other IT tasks, to increase engagement and ensure efficient communication and organization.
Digital Hub Tutor Volunteer – Adelaide City Library Jun 2021 –
Every Thursday through 1:1 hour-long sessions, I assist patrons with improving their digital literacy Present
skills. I guide them on how to use programs, apps, or devices they are interested in to perform various tasks. Ultimately, I help them build practical skills through an interactive and open approach.
Summer Researcher – The University of Adelaide, School of Computer Science Nov 2021 –
I worked closely with research supervisors to automate the optimization of cryptographic algorithms Jan 2022
of an existing Assembly Line program, using C and utilizing data structures.

PROJECTS

RoboFly – Arcade-Style IOS Mobile Game App (Swift) Feb 2022
The player needs to dodge incoming obstacles of varying sizes by tapping on the screen to make the drone fly. Stores player's high score and has 3 difficulty levels. I also designed the game's buttons, logo, and app icon. The game is compatible with iPhone 11 series and onwards.
Point of Sale System (CPP) Oct 2021
Led a 3-member group where we created a grocery store point of sale system that utilises object-oriented programming concepts with unit and integration testing using makefile. Features include price and product listing, printing of receipt, and payment using cash, card, and instalments.
Features that Make an Android App Successful – Data Analysis (Python3) Sep 2021
Cleaned, visualised, and analysed data of 2.3 million+ google play store applications, to identify and evaluate features that make an android app successful.

Hackathons

UniHack 2022 – Team "Dlsh" Feb 2022
In 48 hours, we built a webapp that creates business insights for food business owners and allows them to sell their surplus products at a discounted price to other food businesses or individual users.
MYOB IT CHALLENGE 2021 – Team "Hello World" Jul 2021
Led a 4-member group, where we designed a restaurant app that short lists the best suited restaurants, based on the user's shared, personal preferences.

AWARDS

Adelaide Summer Research Scholarship – The University of Adelaide, School of Computer Science Nov 2021
The University of Adelaide High Achiever Progression Scholarship – The University of Adelaide Dec 2020
Overall Dux Award (Top Student in Foundation Year Cohort) – The University of Adelaide College Dec 2020

SKILLS

Technical Skills	Advanced: CPP and C. Intermediate: HTML, CSS, Python (Pandas, matplotlib, seaborn, plotly and numpy), MATLAB, SVN, Git, Swift and SwiftUI
Soft Skills	Problem Solving, Creativity, Communication, Leadership and Teamwork
Languages	English (Proficient), Urdu (Proficient), Farsi (Native) and Dari (Native)

