

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. My role also involves maintaining mailing list of 200+ club members, collecting, and analysing the members' data from membership forms, & other IT tasks.	Present
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 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.	Present
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 of an existing Assembly Line program, using C and utilizing data structures.	Jan 2022

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 "Dlash"	Feb 2022
Led a 5-member group, where we spent 2 days to invent a project, build it, and pitch it to judges.	
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	CPP (Advanced), C (Advanced), Python (Intermediate), MATLAB (Intermediate), Swift (Intermediate), and Git (Intermediate)
Soft Skills	Problem Solving, Creativity, Communication, Leadership and Teamwork
Languages	English (Proficient), Urdu (Proficient), Farsi (Native) and Dari (Native)