

Jibran Zaffer

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EDUCATION

CUNY Queens College

New York, New York

B.A. in Computer Science

Graduated December 2023

- **Related Coursework:** Data Structures & Algorithms, Computer Organization & Programming, Object-Oriented Programming, Internet and Web Technologies, Theory of Computation, Database Systems, Software Engineering

PROJECTS

Bank Website

New York, New York

July 2023 – August 2023

- Spearheaded the development and implementation of a secure login page for a banking clone website using HTML, CSS, and JavaScript, ensuring robust user interface design and seamless integration.
- Has features for logging in, sending and receiving money, and requesting a loan.

Simon Game Clone

New York, New York

April 2024 – April 2024

- Developed and deployed a Simon clone game using HTML, CSS, JavaScript, and jQuery, showcasing proficiency in front-end web development technologies.
- Implemented interactive game mechanics and visual design elements using CSS, JavaScript, and jQuery, resulting in an engaging user experience.
- Demonstrated strong problem-solving skills by overcoming challenges in game logic and user interaction through HTML, CSS, JavaScript, and jQuery integration.

Online Drum Kit

New York, New York

April 2024 – April 2024

- Engineered a dynamic drum kit application using HTML, CSS, and JavaScript, demonstrating proficiency in front-end web development.
- Implemented responsive design principles with HTML, CSS, and JavaScript to ensure optimal functionality across various devices and screen sizes.
- Utilized event-driven programming techniques in JavaScript to enable real-time user interaction, providing an immersive drumming experience within the browser.

Dice Game

New York, New York

April 2024 – April 2024

- Created a dice game utilizing HTML, CSS, and JavaScript to provide an interactive gaming experience.
- Engineered the functionality for rolling two dice and dynamically displaying the results, enabling users to see whose roll is higher instantly.
- Designed and implemented a user-friendly interface with a focus on responsiveness, ensuring optimal gameplay across various devices and screen sizes.

SKILLS

Programming: Java, Python, JavaScript, HTML/CSS, SQL, Node.js, React.js, C++, SQL

Tools: Android Studio, IntelliJ, PyCharm, Eclipse, Git, VsCode, Erwin