**Mohammad Khan**

Mohammad.Khan.1@stonybrook.edu (646)-726-7763

91-11 183 St Hollis, NY 11423

**EDUCATION**

Stony Brook University (2018)

            Bachelor of Science in Computer Science

**HONORS/LEADERSHIP**

President and Founder of College Hearthstone Club, CEAS Dean’s Scholarship (2014-2015); Presidential Scholarship Recipient (2014-Present); Dean’s List (2014-Present); ARISTA (2012-2014); AP Scholar (2012-2014)

**SKILLS**

**Proficient Languages**: Java, MIPS

**Self-Taught Languages:** C# (XNA/WPF), HTML/CSS

**Proficient Software** Microsoft Office Word, Excel, Powerpoint, Adobe Photoshop

**EXPERIENCE**

**Student Technician Intern**                                                                                                     August 2015-Present

Stony Brook University Client Support                                                                       Stony Brook University, NY

         Resolved computer-related issues using hardware diagnostics; installed software like Office 365, MATLAB, Symantec Antivirus; addressed network connectivity issues; managed adware issues by using Malware Bytes Anti-Malware

         Re-imaged faculty computers by using Client Support’s image and installing the necessary software

**Teaching Assistant**                                                                                                              July 2013-August 2013

Chinese-American Planning Association                                                                                             Flushing, NY

         Assisted in teaching young children basic mathematics and reading skills in preparation for school

         Helped coordinate and plan engaging activities and events for the children

**RELEVANT COURSES**

         Data Structures and Algorithms: Used Java to learn data structure concepts and code solutions that can be applied to real life. An example is an ordering kiosk structured using trees.

         Computer Architecture and Assembly: Studied internal representation of computer architecture and learned how to code in assembly using MIPS.

         Theory of Computation: Studied abstract machines of computation such as finite automata, regular expressions, and formal languages.

**INTERESTS**

         Computer Hardware

         Game Programming