Malik Falana

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EDUCATION

Bachelor of Science, Computer Science
Indiana University–Purdue University Indianapolis · Indianapolis, IN · 2024 · 2.45

SUMMARY

Junior majoring in Computer Science with an interest in design and experience in IOS development. Seeking internship opportunities to gain and leverage experience implementing REST API based services and mobile development. I have taken various courses ranging from Data Structures to Server Side Programming that have taught me a number of skills and concepts.

SKILLS

Languages: Python, C, C++, HTML, CSS, JavaScript, Java, Swift, Php

Databases: SQLite, MySQL, REST API

Framework: Bottle

Design: CAD, UML Diagrams

EXPERIENCE

Contractor
AmerisourceBergen July 2021 – August 2021, Lebanon, IN
· Packed upwards of 50 boxes with animal medical supplies and entertainment to be sent to animal shelters and hospitals around the country, using a combination of automation and manual labor.
· Carefully packed products according to fragile material and temperature. Completed the packing process in an efficient and timely manner.

Tire Service Technician
Discount Tire September 2019 – June 2020, Indianapolis, IN
· Serviced a high volume of vehicles during peak business hours and completed necessary documentation on a daily basis.
· Collaborated with team members to ensure a clean and safe environment for both customers and employees by cleaning the bathroom, garage floor, organizing the tools, and disposing of the used tires.
· Consistently lifted materials ranging from 30-80 pounds in order to replace, balance, and repair tires while maintaining a positive customer satisfaction rating.

Student Intern
Allison Transmission June 2018 – July 2018, Indianapolis, IN· Assisted with Total Productive Maintenance (TPM) implementation.
· Performed weekly audits within Plant 12, identifying inconsistencies on the floor, and documenting results.
· Used data gathered from audits and compiled it into an infographic for easy readability.

PROJECTS

What's That Color?
Color Scanning application for IOS, pretty much a shazam for colors. · September 2022 –September 2022
· Written using the Swift programming language.
· Designed algorithms to convert and display color values onto a GUI.
· Designed an algorithm that uses the currently displayed hex code and retrieves the name of that color from web scraped data.

LEDGERº
Manga reading application for IOS/iPadOS · May 2022 – July 2022
· Taught myself the Swift language in the span of 1-2 months.
· Designed a database so users could create and save data persistently.
· Used JSON Serialization to obtain and edit data after connecting to a REST API.
· Learned how to scrape html data from multiple websites.

CS Paint
Java based GUI · April 2022 – April 2022
· Written using the java programming language.
· Used serialization to create unique persistent user data.
· Used polymorphism to create 3 different tools, such as a "pencil", "highlighter", and "marker".

· Uses file I/O to load 1 image at a time and receive the color values from a pixel based on the cursor's position.