Meena Anwar

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EDUCATION

George Mason University– Fairfax, VA   Graduation 06/26
Bachelor of Science in Computer Science, Minor in Mathematics
Relevant coursework: **CS 211: Object Oriented Programming**

KEY TECHNICAL SKILLS

- **Skills**: Python, Java, Javascript, SQL, HTML, Visual Studio/Visual Studio Code, Git, React.js
- **Certifications**: CodePath Intermediate Technical Prep, AWS Certified Solutions Architect Associate (expected 11/2024)

EXPERIENCE

Paris Baguette - Front of House Employee | Fairfax, VA   May 2022 – Current
- Accomplished effective online order management, measured by on-time order fulfillment and customer satisfaction
- Accomplished precise inventory control and reporting, measured by maintaining optimal stock levels and minimizing product waste

Sweetwater Tavern - Restaurant Host Coordinator | Centreville, VA   Sep 2019 – Feb 2022
- Accomplished efficient restaurant seating coordination using digital tools and applications
- Leveraged restaurant management software and mobile apps to streamline the seating process
- Utilized data analytics to monitor and analyze seating patterns, enabling data-driven decisions to improve table allocation and maximize restaurant capacity.

TECHNICAL EXPERIENCE

Queue System - Developer | Student Project   GitHub | View Project
  Developed a Java program for a car brand company to efficiently manage client queues. Utilized Object-Oriented Programming (OOP) principles such as abstract classes and subclasses. Calculated wait times and adjusted client patience based on amenities. Ensured smooth queue management and customer satisfaction.
  Implemented a Java-based queue management system utilizing Object-Oriented Programming (OOP) principles like abstract classes and subclasses.
  Calculated wait times and adjusted client patience utilizing getter and setter methods.
  Improved queue efficiency and customer satisfaction through dynamic client patience adjustments.
  Utilized: Java, Object-Oriented Programming (OOP), Abstract Classes, Subclasses, Getter and Setter Methods, Queue Management, Client Patience Adjustment

TicTacToe Game - Developer | Student Project   GitHub | View Project
  Created a TicTacToe game in Java with an intuitive interface Developed a Java-based TicTacToe game with user-friendly features,
  implemented turn-based gameplay and provided clear instructions using algorithm design and user input handling methods. Ensured smooth gameplay experience with error handling techniques.
  Utilized: Java, Object-Oriented Programming (OOP), Algorithm Design, User Input Handling, Turn-Based Gameplay, Error Handling, User Interface Design

Discord Image Bot (January 2024)
  Developed a Discord bot in Java that integrates with an online API to fetch and display images in response to user requests. Utilized bot commands to interpret and execute user input, enhancing interaction and functionality.
  Utilized: Java, Discord API, Online API Integration, Bot Commands