

Hamza H. Ghani

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EDUCATION

The University of Texas at Austin Bachelor of Science, Electrical/Computer Engineering May 2018
Tech Core: Software Engineering
Overall GPA: 3.33/4.00

RELEVANT COURSES

Computer Architecture, Data Structures and Algorithms, Embedded Systems, Linear Systems and Signals, 3D Digital Art

SKILLS

- Proficient: C, C++, ARM Assembly, Linux/Unix and GNU tools such as GDB, Valgrind, gcc/g++ , Git, Vim
- Experience: Java, Eclipse, Xcode, Autodesk Maya, Microsoft Access
- Familiar: Swift, Unity3D, Matlab

PROJECTS

Assembler Fall 2016

- Built an assembler in C for the LC-3b RISC Architecture

Program Interpreter Summer 2016

- Programmed an interpreter in C++ to parse a text document and process variables and mathematical expressions
- Used map to store variables, and a tree to compute mathematical expressions

Embedded system 2-D video game: 'Pyramid Hopper' Spring 2016

- Integrated graphics and code (C & Arm Assembly) to accurately create physics engine with collision detection
- Interfaced potentiometer (ADC) and button for controller, and designed 6 bit DAC

HackDFW Hackathon: Finance My Life- *First Place Intuit Innovation Challenge* Spring 2015

- Created application that helps determine where a college graduate should live
- Researched various APIs one's that best complemented our algorithm

MORE PROJECTS

3D Modeling & Animation – <https://sketchfab.com/hamzag10>

Coding – <https://github.com/hamzagCode>

EXPERIENCE

Assistant Human Resources- *Cockrell School of Engineering* August - October 2014

- Designed database using Microsoft Access to track keys rented out
- Created user interface for easy updates, including splash screen and interactive buttons for different functions

Pakistani Student Association- *Logistics Coordinator* Fall 2015 - Spring 2016

- Directed tasks for various cultural/social events throughout the semester
- Coordinated with stage-tech, performers and supervise script committee for Fall and Spring shows