

Nafee Jan

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EDUCATION

University of Pittsburgh

B.S. in Computer Science, Minor in History

Cumulative GPA: 3.59/4.00

Pittsburgh, PA

Expected April 2023

RELEVANT COURSEWORK

Intro to Cloud Computing

Intro to Systems Software

Intro to Operating Systems

Programming for Web Apps

Computer Org & Assembly

Intro to Human-Computer Interaction

SKILLS

Languages: Java, Python, C#, Swift, Kotlin, Javascript, C

Technologies: Git/GitHub, Unix, Unity, XCode, Visual Studio (Code), IntelliJ, Vim, Jupyter Notebook, GCP

PROJECTS github.com/NafeeJ

BatteryEstimate github.com/NafeeJ/BatteryEstimate/

Nov 2019 - Feb 2020

- Built native MacOS app in Swift to display estimated battery time remaining to the menu bar
- Developed defensive algorithm to display battery info with ASCII icons for lite visual feedback
- Made use of open source projects for features and release

Bounce Games [github.com/Bounce-Games/](https://github.com/NafeeJ/Bounce-Games/)

Jul 2020 - Dec 2020

- Built 2D physics game template of bouncing object sprites with C# and Unity to adapt to different implementations (currently hosting two variations)
- Developed scalable algorithm to implement various different object sprites easily

Personal Website nafeej.github.io

Aug 2020 - Present

- Built personal website for displaying portfolio of projects with Javascript, HTML, and CSS

Semaphore Implementation in Linux Kernel

June 2021

- Implemented syscalls for semaphore usage for multithreading programming
- Developed semaphore algorithm with spinlocks and FIFO queue using Linux kernel API in C

osu!keep osu-keep.uk.r.appspot.com

Sep 2021 - Present

- Website to extend functionality of the website of the game osu!
- Working with a team of 4 to build a website with Flask, deployed to Google App Engine
- Will use the osu! API to retrieve and store nonpersistent user data and provide data visualization

Bushido in Samurai Films nafeej.github.io/Bushido-in-Samurai-Films/

Apr 2020

- Built website to the role of bushido in samurai films with parallax scrolling effect

OPEN SOURCE CONTRIBUTIONS

Unity Library

Aug 2020

- Repository of community made scripts for game development
- Improved upon flexibility and performance of a script in C# by ~150%

Peko Button

Aug 2020

- Soundboard built with Vue.js
- Improved upon English translations and added new sound
- Communicated across language barrier with Chinese owner