

Nafis Molla

COMPUTER ENGINEERING ·

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Skills

Languages Core Java, C++, Python, HTML, CSS, Javascript

Technologies Pygame, Libgdx

Experience

Coding Instructor

Windsor, Ontario

CODEREACH - CODEREACH.CA

Oct. 2019 - May. 2020

- Created lesson plans and instructed **over 100** elementary school students on programming principles in **Python**.
- Designed assignments and graphical representations in **Pygame**, increasing student retention and engagement.
- Demonstrated leadership and communication skills as core organizing member while showcasing program to parents and educators

Activities Executive

Windsor, Ontario

MASSEYHACKS - MASSEYHACK.CA

Sept. 2019 - Apr. 2020

- **Coordinated and executed** hacker activities for **Canada's largest high-school Hackathon**.
- Personally secured over **\$2000** in event sponsorship by writing professional emails and documents to local corporations
- Worked closely with designers and software developers to create **JavaScript** application processing system and website

Pizza Artisan

Windsor, Ontario

OVEN 360

Oct. 2018 - Dec. 2019

- Showed excellent communication and **public speaking** skills by working synchronously with customers and crew members
- Demonstrated strong **time management** skills by balancing long work shifts with school and extracurriculars.

Academic Projects

2D Platformer Game

Windsor, Ontario

JAVA

Jun 2019

- Showcased **Object Oriented Programming** principles by creating a libGDX platform game through Java
- Created functional components for boss fights, map generation, and enemy interaction
- Wrote **automation script** to parse JPG and PNG files for game sprites and graphics

Paint and Drawing Application

Windsor, Ontario

PYTHON

Jan 2017

- Recreated Microsoft Paint with a DragonBallZ theme using Python's Pygame extension
- Implemented **flood-fill algorithm** to create a paintbucket tool for users
- Designed **linked list storage system**, enabling polygon drawing brushes and undo/redo functionality

RC Car

Windsor, Ontario

C++

May 2018

- Created an RC car that was capable of being **operated with a mobile app** and also had sensors that could detect collision.
- Used core **C++** techniques to control power and input that went to the cars sensors and motors.
- Soldered wires and modules to a breadboard using fundamental logic microchips, resistors and transistors and connected everything to an Arduino

Education

University of Waterloo

Waterloo, Ontario

BACHELOR OF COMPUTER ENGINEERING

Sept 2020 - Apr 2025 (Expected)

- **Interests:** Basketball, Golfing, Fishing, Financial markets, Car Enthusiast, Hip Hop/Rap, Running, Rubik's cubing, Mountain Biking