Abid Rahman

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SKILLS

Python, Pygame, C, Java, HTML, CSS, JavaScript, MS Word, MS PowerPoint, MS Excel

PROJECTS

Trials (2D Action Game)
 - Created a top-down perspective horde mode game in the style of The Legend of Zelda with Pygame while successfully collaborating/communicating with workmate
 - Implemented classes and object-orientated programming in the form of polymorphism and inheritance for player and enemy objects for better reusability
 - Made complex AI algorithms and incorporated collision detection using hitboxes and collision masking

Monster Hunter Themed Paint Program
 - Made a program similar to Microsoft Paint with the theme of Monster Hunter with Pygame by being able to design a unique UI using a high level of creativity
 - Added some innovative custom tools on top of the many default paint tools, such as a highlighter tool, polygon tool, stamps, a reset tool, and more
 - Built a fully functional music player that plays in the background

Calculator
 - Built a calculator which can perform many operations and also store and use variables in C which required problem-solving to fix difficult bugs
 - Incorporated functions for binary and unary operations in order to have better maintenance

EDUCATION

University of Windsor   Sept. 2022 to Current
B.Sc. Computer Science (Software Engineering) 2026
Cumulative GPA: 3.52/4.0
Notable courses taken: COMP 1400 (introduction to programming with C), COMP 1410 (intermediate programming with C)

Vincent Massey Secondary School   Sept. 2018 to June 2022
Lead Massey Game Jam and was a part of Computer Science Club
Notable courses taken: ICS3U (introduction to programming with Python/Pygame), ICS4U (intermediate programming with Java)