Idris Hassan

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EDUCATION

College Of Staten Island — Staten Island, NY
Bachelor of Arts in Computer Science — *Expected June 2025*

EXPERIENCE

CUNY Tech Prep — Staten Island, NY
Fellow, Software Development — *Jul. 2024 – Present*
- Selected for a competitive web development fellowship with students from across the 11 CUNY senior colleges where Fellows create technical projects leveraging tools such as React, Node + Express, and PostgreSQL
- Participated in weekly courses learning and applying Industry best practices in design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack, test-driven development, and CI/CD

NYPD Law Enforcement Explorers — Staten Island, NY
121 Precinct — *Oct. 2018 – Mar. 2020*
- Practiced police crime scenarios that helped build skills such as teamwork, critical decision-making, and attention to detail
- Volunteered for community events under the program (march during local parades, volunteer at events; operating snacks/food stands, directing people, and providing excellent customer service, community cleanup, led Food Drives)
- Led teams in scenario competitions against other precincts

PROJECTS

Trivia Game | *Java,React, OpenDB API — IntelliJ IDEA* — Feb. 2024 – Jun. 2024
- Led a cross-functional team of three to develop a full-stack trivia game using Java for the back-end and React for the front-end, enhancing user engagement and interactivity.
- Implemented secure-user account management and real-time leaderboard using REST API and MySQL, Improving data security and user experience.

Spotipi | *JavaScript, React, HTML/CSS, Spotify API — Replit* — Mar. 2023 – Aug. 2023
- Architected and developed a dynamic music streaming interface using React, resulting in a highly Responsive and user-friendly experience with advanced playlist management and song recommendations
- Managed Spotify API tokens and optimised caching strategies, leading to more responsive and efficient application performance

Hangman | *C++ — Replit* — Aug. 2021 – Sep. 2021
- Optimised the game's performance by reducing execution time, memory usage, and code complexity while enhancing algorithm efficiency for smoother gameplay
- Engineered a Hangman game using Object-orientated principles like encapsulation and inheritance resulting in enhanced gameplay mechanics and overall user experience

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, Assembly
Frameworks: React, WordPress, Material-UI, FastAPI
Developer Tools: Git, GitHub, Docker, VS Code, Visual Studio, Postman, IntelliJ IDEA, Eclipse