

Ahmad Raza

Software Engineer | Full Stack Web Developer

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EDUCATION

Brooklyn College

May 2019

Bachelor of Science in Computer Science; GPA: 3.8/4.0; Upsilon Pi Epsilon Honor Society

Brooklyn, NY

Relevant Coursework: Data Structures, Analysis of Algorithms, Object Oriented Programming, Operating Systems, Design and Implementation of Software & Web Applications, Computer Architecture, Advanced C++, Discrete Structures, Game Design

Dean's List: Fall 2017, Spring 2018, Summer 2018, Fall 2018, Spring 2019

EXPERIENCE

WDBears

Jun 2018 - Oct 2018

Software Engineer · www.wdbears.com

New York, NY

- Spearheaded the development of a custom web application that allows for the scheduling of short-term, spontaneous video-game session events as the sole designer and Front-End developer in a team of 3 developers.
- Documented bugs & enhancements with GitKraken Glo (issues board synced with GitHub) & Trello when testing new features.
- Implemented clean, simple, and responsive designs, optimized images, and minified JS and CSS, reducing load times by 15%.
- Applied the DRY principle to create templates, utilized linters & virtual workspaces to enforce good coding practices.
- Leveraged knowledge in HTML, CSS (SASS), JavaScript (Handlebars.js), Git and debugged using Chrome Developer Tools.

PROJECTS

MTA Machine

March 2019

Command Line Application · www.github.com/razatastic/MTA-Machine

- Built a clone of the NYC transit system's card vending machine using Queues, ArrayLists, Maps, Sets, OOP principles and unit tests.
- Utilized: Java 8, Maven, JUnit 5

CommuniTii

April 2018

Mobile Application · www.github.com/razatastic/CommuniTii

CUNY Hackathon

- Developed a mobile application in a team of 5 for non-profits that encourages people to socialize in-person and give back to the community using gamification.
- Prototyped interactive mockups in Adobe XD and ported them over to React Native to create the Quest, Chat, and Profile screens.
- Awarded Codecademy Prize at the 2018 CUNY Hackathon & accepted into the CUNY Startup Accelerator Program.
- Utilized: React Native (Expo, Paper/Material-UI), Firebase, Adobe XD, Git

Whack-A-Prof

Spring 2018

Web Application · www.github.com/razatastic/Whack-A-Prof

CISC 3140 – Design and Implementation of Web Applications

- Collaborated as the QA team-lead for a semester-long project to create a clone of the traditional game, Whack-A-Mole.
- Created informative guides & videos for the other teams, managed a Slack group of 20+ developers and converted the project documentation from a Word document to a reader-friendly website.
- Monitored repository changes daily. Tested, identified, documented and reported bugs, errors, and other issues.
- Utilized: HTML, CSS, JavaScript, Bootstrap, Subversion (SVN), Netlify

TampBud

October 2018

Progressive Web Application · www.github.com/wdbears/TampBud

HackAttack

- Designed and developed a platform for women to have quick and easy access to hygienic products during emergencies.
- Resolved merge issues, tracked and updated project dependencies, and created layouts for the Home and Requests page.
- Finalist for the Women's track at HackAttack 2018 (Queens College's annual hackathon).
- Utilized: FERN stack (Firebase, Express, React, Node), Twilio's REST API, JSON, Figma, Git, Heroku, Netlify

Matching Pennies

Fall 2018

Game · www.github.com/razatastic/Matching-Pennies

CISC 3665 – Game Design

- Applied basic principles of Game Design and Object-Oriented Programming in a team of 5 to transform a dull game into a sophisticated, enjoyable experience while preserving the original rules.
- Responsible for the implementation of the rules, winning conditions and different views on state change.
- Utilized: Processing, Git

SKILLS

Languages & Frameworks: (*proficient*): Java, JavaScript (React), HTML, CSS (Bootstrap); (*familiar*): C++, Python, React Native, SASS, SQL (MySQL)

Technologies: Git, Subversion, Firebase, Docker, Amazon Web Services (AWS), IntelliJ, Visual Studio Code, Linux, Windows