Sunny Zaman

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SKILLS

- Operating Systems: Linux, Ubuntu, UNIX, Windows
- Programming: C, C#, Java, JavaScript, HTML, CSS,
  Google App Script, PHP, Perl, Haskell, MATLAB Prolog
- Other: Microsoft Word, Excel, Photoshop, After Effects, Adobe CQ, Unity, MySQL

EDUCATION

B.Sc. Computer Science   Sept 2015 - Present

Ryerson University, Toronto, ON   Expected Graduation in 2020

WORK EXPERIENCE

Technical Writer Assistant   May 2018 – Present

Ryerson University, Toronto, ON   Expected End Date: Aug 2018

- Collect, analyze, and organize source material provided by other teams in Ryerson's CCS.
- Review, edit, and proof written materials prior to external distribution.
- Research, analyze and participate in department initiatives to improve documentation quality.

Dairy/Meat Associate   July 2017 – May 2018

Walmart, Pickering, ON

- Assisted customers with their needs and concerns.
- Stocked merchandise onto shelves, ensuring that products are displayed according to company standards.
- Maintained a clean and organized stock room.

ACADEMIC PROJECTS

Client-Server Program, Comparative Programming Languages – CPS506

- Created a "message passing" mechanism to handle the client-server interactions.
- Written in Elixir and Java.

Patient Monitoring System, Introduction to Software Engineering – CPS406

- Led a team to create a program that monitors a patient's vital organs.
- Written in Java and used Agile Method as SDLC.
- Program displayed a monitor where the numerical values of the patient's heart rate, blood pressure, blood oxygen level, and temperature would change over time. The data would be saved to a file and displayed if chosen to.

ACHIEVEMENTS

Shoot or Kick, Android Game   Summer 2017

- Developed an arcade game (you earn points by correctly swiping up to shoot a basketball and swiping down to kick a soccer ball) – available on Google Play.
- Created with Unity and written in C#.

Alien Warfare, Android Game   Summer 2017

- Developed an endless 2D space shooter game that is available on Google Play
- The objective of the game is to defeat enemies, earn points and dodge asteroids.
- Created with Unity and written in C#.