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TALHA SHAHAB

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EDUCATION

Gar-Field High School | Woodbridge, VA *Aug 2018 - 22*

- High School Diploma. **GPA 4.2**

Aug 2022 - 26

George Mason University | Fairfax, VA **– B.S in Applied CS**

- Coursework includes Discrete, Data structures and algorithms, Calculus 2, Statistics
- Seeking research credit, or internships | Tennis, Basketball, and Swim. |

SUMMARY

Hardworking with strong written and verbal communication skills. My familiarity with algorithms and data structures eases me into complex projects. Equipped with organizational skills and attention to detail, creativity is the top of my list. OOP are my favorites to work with; some principles like encapsulating class properties and behaviors, abstraction, polymorphism, inheritance, to dependency inversion principle come to mind. Working as part of a team or independently, my way around DevOps on GitHub and end users allows me to work harder. From method overloading to overriding, adding interface segregation principal and more ensure me a smooth programing experience. Event-driven programming model allows me to do all of this.

SKILLS

- Languages: | Java | Python | HTML | CSS | JavaScript | Processing | Kotlin | C#
- Tools & Frameworks: | Django.py | Junit Testing | GIT | Node.js Runtime| React.js Library| Java Spring Boot |

PROJECTS AND TECHNICAL

- **Wordle - JavaScript** Jan /2023
  - Transitions and feedback handle the game states, selection, and validation in word lists
  - Custom keyboard deals with user interactions and data filtration to for tile creation
- **Endless Sand Type – Python** Feb /2023
  - Trigonometry is used for back-end collisions and the library imports create visuals
  - Depth is created using parallax scrolling and I/O optimized operations contain the 20 thousand words
- **Riu Plaza Stays – Java** Mar /2023
  - Initial client approval, defined project scope and documented each stage of performance criteria
  - Established and documented specific performance criteria and used modern practices for a high-quality solution
- **Candy Crush – Python** Apr /23
  - Utilized libraries and methods for performance, using timers, and real-time rendering
  - Created algorithm for candy matches, slide detection, and event handling
- **Sudoku – Kotlin** Jun /2023
  - Dynamic UI elements and responsive interface manages UI updates and enhance it
  - Used Problem-Solving Skills and optimizing code for better performance and maintainability
  - Functionalities use JavaFX like non and editable cells and checking
- **Chrome Dino – Processing** Sep /2023
  - Used object-oriented principles for real-time interaction via frame rate optimization and collision detection
  - Custom gravity simulations for jumping and movement for character
  - 2D game has intuitive fluid user controls and gameplay mechanics with Randomized spawning obstacles and game unpredictability for images
- **Space shooter – Python** Oct /2024
  - Rendered loops and event handling and used collision detection algorithms for game entity interactions
  - Used object-oriented for technical sophistication, modular for game structure, and dynamic alien behavior for levels