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ABRAR AKHAND

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SUMMARY

Computer Science graduate with experience in object-oriented programming, functional programming, and front-end development, seeking internship or full-time job opportunities in Summer 2021.

EDUCATION

B.S. Computer Science (Software Engineering) **August 2016 – December 2020**

- Arizona State University, Tempe, AZ 3.24 GPA
- **Programming Coursework**: Data Structures and Algorithms, Distributed Software Development, Software Analysis and Design, Software QA and Testing

TECHNICAL SKILLS

Programming Languages: C#, C, C++17, JavaScript, Java, Python
Front-End: HTML, CSS
Tools, Databases, and OS: Git, GitHub, Windows, MacOS, Linux/Unix, Visual Studio, Heroku, Unity Game Engine

RELEVANT PROJECTS

Twitter Haiku Bot, *Personal Project* 01/2021 – 3/2021

- Developed a twitter bot using **Python** that transforms a tweet requested by a twitter user into a haiku (@MakeBadHaiku)
- Formulated a method to analyze words and its syllables from specified tweets to create a haiku
- Serialized twitter data via pickling to optimize and automate the bot's activities
- Utilized: Python, Object Serialization, Twitter API, Heroku (deployment)

HoloLens Virtual Construction Simulator, *Class Project* 01/2020 – 12/2020

- Collaborated with a team of five and project sponsors to develop and deploy an augmented reality construction simulator for the Microsoft HoloLens 1 & 2 using **C#** and **Unity3D**
- Implemented various methods to allow the end user to manipulate and attach holographic objects in 3D space, reducing user errors when attaching objects by ~80% (according to internal tests)
- Utilized: C#, Unity Game Engine, Microsoft's Mixed Reality Toolkit, SCRUM, HoloLens 1 & 2

PictureNotes, *Class Project* 02/2020 – 04/2020

- Devised a IOS app in **Swift** which allows user to create customizable "notes" which can be drawn on and edited
- Resolved issues with the app's UI and revised functionalities based on user surveys and feedback
- Utilized MVC Architecture and iOS coding standards to create a easily maintainable app
- Utilized: Swift, MVC Architecture, MacOS, Xcode

Simple Compiler, *Class Project* 09/2019 – 11/2019

- Created a simplified compiler utilizing **C++** that reads code statements and input from a text file then it runs the program and produces output
- Designed a custom data structure to hold all the normal and loop instructions to make the program run correctly
- Applied predictive parsing to analyze the context-free grammar
- Utilized: C++, Linux

EXTRACURRICULAR EXPERIENCE

Video Game Development Club, Tempe, AZ: Systems Engineer 08/2020 – 12/2020

- Attended weekly meetings with the game development team to discuss progress and results of features
- Implemented game mechanics specified by the club president and the head systems engineer