

YASMEEN HASSAN

ASPIRING SOFTWARE ENGINEER

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PROFESSIONAL SUMMARY

Dedicated student of Computer Science focused on applying technical expertise to a position in software design and development. Accomplished at developing and designing software. Interested in Machine Learning, Artificial Intelligence, and Robotics research

SKILLS

Programming Skills : C++, Python, Lisp, HTML, CSS, Bootstrap, C#, MEAN stack

Operating Systems : Unix, Linux, Windows

Adobe: Illustrator, InDesign, Photoshop, After Effects

Other Softwares: Unity3D, Cinema 4D

EDUCATION

Hunter College, City University of New York

Expected graduation date : June 2019

Bachelor of Arts, Computer Science

- ◆ Member of a CSCI club, Women in Computer Science
- ◆ Alumni of Women In Technology and Entrepreneurship in New York Career Access Program

Kingsborough Community College, City University of New York

Graduation date : June 2016

Associated of Applied Science, Graphic Design with a focus in Animation

- ◆ Deans list for 2 Semesters
- ◆ Graduated with Honors

Languages: fluent in English, Arabic

EXPERIENCE

Hunter College

New York, NY

Undergraduate Teacher's Assistant

August 2017 - Present

- ◆ Explained complex concepts in small group setting
- ◆ Coached students in developing programming skills in Python
- ◆ Guided students to independently solve and debug their Python programs

Cornell Tech

New York, NY

Research and Development Intern

June 2017 - August 2017

- ◆ Collaborated with a team of Professors and Phd students to develop a Mobile web application for Domestic Violence, commissioned by the mayors office
- ◆ Designed and implemented the layout and color scheme for the webpage
- ◆ Deployed website on Amazon Web Service

The Pixel Academy

New York, NY

Instructor

June 2015 - June 2017

- ◆ Collaborated with 7-14yr olds to develop 50 mobile applications, using virtual technology, such as Oculus Rift and google cardboard, to encourage the youth to be more aware of technology around them and its capability
- ◆ Developed engaging curriculum for members to adapt to CAD workspaces.
- ◆ Devised curriculum, to instruct 7-14yr olds how to implement C# with Unity 3D.

Frontend Developer - CUNY StartUps

November 2017- Present

HackNY

October 2017

Developer

INTERESTS

Machine Learning, Star Wars, Volunteering, Basketball, Stephen King novels, Holograms.