

Abdullah Aqeel

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EDUCATION

Memorial University of Newfoundland

Bachelor of Science in Computer Science

St. John's, NL

Sep. 2020 – May 2024

TECHNICAL SKILLS

Tech Stack: Java, Python, SQL, JavaScript, HTML/CSS, R, ReactJS

Frameworks: React, JS, JUnit, WordPress

Developer Tools: Git, Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Jupyter Notebook

EXPERIENCE

Technical Coordinator - Volunteer

April 2022 – Present

Pakistan Student Association MUN

St. John's, NL

- Working with the President, VP, and the PSA team to coordinate events and community.
- Helping to manage the social media of the Society and handling the technical aspects of all the events.

Client Experience Associate

May. 2021 – Present

Anywhere Works

Remote, Canada

- Capturing incoming leads, taking orders, and scheduling appointments and managing 900+ global accounts.
- Working on Microsoft Excel and Words to document details and calls of accounts.
- Maintaining excellent communication skills with team members and clients while working from home.

PROJECTS

Abdullah's Terminal | CSS, HTML, JS, ReactJS, Git

July 2022 – Present

- Developed an interactive terminal web application replicating the macOS terminal created from scratch with custom commands and frontend with ReactJS
- Deployed on a GitHub repo using Git commands.
- Visualized data to look like a command line.
- Enabled the web application to take input from the users and displays different results on information about me.
- New commands and functions are in development for this webapp.

Personal Portfolio Website | CSS, HTML, Java Script

April 2022 – Present

- Developed a Personal Portfolio Website to showcase my projects in a user friendly way
- Published the website to University's CS side and to GitHub
- Wrote the website from scratch without using any templates or themes to get in depth learning of Web Development.
- The Contact Me Form is written with HTML and CSS with the FormSubmit API/Plugin to get formatted responses directly emailed to me. Added email authentication in form.

Mind The Gap Game | Java, JFrame, SwingX

February 2022

- Developed A GUI based 2 player game based on the concept of neighbor tiles.
- Created the game from scratch with a set of playing rules.
- Implemented an algorithm which decides the winner of the game with multiple test and use cases. Algorithm checks if the nearing tile is selected or not.
- Currently working to implement a leader-board of wins.

KingDomino Game | Java, JFrame, SwingX, Git, Jira, JUnit

January 2022 – May 2022

- Worked in the development of this group project contributing to the codebase of 400+ lines using GitHub and Git Commands to maintain maximum teamwork productivity and version controlling.
- Contributed to complete and accurate development of the game based on Software Engineering Principles and added documentation based on industry standards including but not limited to Networking Plan, Patterns, Sequence Diagrams, etc.
- Built the complete front and backend of the game using Java, SwingX, with help of 4 other group members.
- Performed unit testing of different modules by applying test cases in JUnit.

Hangman | Python

December 2020

- A single player game that chooses a randomized keyword from a dictionary of words and runs the Hangman game on it.