Abdullah Aqeel

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EDUCATION

Memorial University of Newfoundland   St.John's, NL
Bachelor of Science in Computer Science   *Sep. 2020 – May 2024*

EXPERIENCE

Technical Coordinator   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
AnywhereWorks   *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 formated responses directly emailed to me

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.
- The game always starts and assigns the first player randomly using random module and plays through until a winner is declared.
- Currently working to implement a leader-board of wins.

KingDomino Game | *Java, JFrame, SwingX, Git*   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.
- 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 from scratch using Java, SwingX, JFrame.
- Did multiple tests of different units of the game using JUnit testing.

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.

TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, HTML/CSS, R
Frameworks: React, JS, JUnit, WordPress
Developer Tools: Git, Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse