ABDUL ARIF

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EDUCATION

University of Windsor   Sept. 2018 – June 2023
BComm. Honours, Business Administration & Computer Science (Double Major)   *Windsor, ON*
Specialization: Supply Chain & Business Analytics

EXPERIENCE

Teaching Assistant - Data Structures and Algorithms   Jan. 2022 – Present
University of Windsor   *Windsor, ON*
- Conducted lab sessions (in-person and online) teaching about 75+ students Data Structure and algorithms concepts.

Teaching Assistant - Computer Networks   Sept. 2021 – Dec. 2021
University of Windsor   *Windsor, ON*
- Taught students how to implement network applications and sockets in **Python** and **Java**.
- Guided ≈25 students/week through advanced network concepts and helped them design networks protocols for the final project.

Coding Teacher (Code Sensei)   Mar. 2021 – Sept. 2021
Code Ninjas   *Brampton, ON*
- Taught kids ages 5 - 14 how to code in a fun, and engaging way: playing and building video games they love.
- Explained programming concepts using Scratch to code games such as Space Invader and Ninja Run.
- Coached the advanced stage students using our Game Development Platform to teach several languages such as **JavaScript**, **Python**, **Lua**, and **C#**.

Software Engineer Intern   Aug. 2020 – Dec. 2020
OceanSource Technologies   *Lasalle, ON*
- Designed database structure, so my team could store sensitive medical data to be analyzed with machine learning.
- Implemented database using advanced SQL queries.

PROJECTS

UWindsor Computer Science Wiki | *React.js, CSS, Docusaurus*   Jan. 2022 – Present
- Opensource project created by Computer Science students to convert the old student guide website primarily written in **Ruby on Rails** into a better Wiki written in **React**.
- Created a student Wi-Fi guide page for the wiki using **React** and **Docusaurus** which provided a new guide for students that helped new students access the university's secure network.

Battle for the Galaxy | *Unity, C#*   Nov. 2021 – Dec. 2021
- Created a 3D Multiplayer FPS-Shooter game using **Unity**. Check out our Gameplay.
- Created interactive objects in **Unity**, and programmed **C#** scripts needed for the interactive objects.
- Programming many technically challenging features, including the Capture the Flag System, Weapon Switcher, Player health, the Gun System: Pick and Drop, Aim and Shoot, Variety of Firearms and Bullets, Muzzle Flash effect, FPS Camera Shake (for recoil).

Traffic Data Challenge | *HTML, CSS, Python, JavaScript*   Sept. 25, 2021 – Sept. 26, 2021
- Won 2nd place at BorderHacks 2021 for the Traffic Data Challenge out of 50+ teams.
- Implemented Google Maps API in **JavaScript** to create a site for visualizing Traffic Windsor's OpenData API.

ScheduleSoft | *MySQL, Java, Junit*   Sept. 2020 – Dec. 2020
- Developed a scheduling application to make managing appointments for clients (patients) easier.
- Designed and implemented a **SQL** database to securely store user log-in info and appointment information.

Network IP Manipulator | *Python*   Sept. 2020 – Dec. 2020
- Used multiple threads so program could discover live network neighbours and report them at the same time.
- Created a tool to find computers on the local network and then removed internet access by overwhelming it with TCP or UDP packets; to expose a vulnerability in the structure of Wi-Fi.

TECHNICAL SKILLS

Languages: Java, Python, C, PHP, HTML, CSS, JavaScript, LaTeX, C#
Technology: Git, Wireshark, MySQL, PostgreSQL, Unity, Node, Heroku, Tableau
Frameworks: React, Flask, Fastify, Streamlit