Abdul Arif

+1-519-320-0720 | abdul.arif0705@gmail.com

LinkedIn · GitHub · GitConnected · Portfolio

EDUCATION

University of Windsor　　　　　　　　　　　　　　　　　　　Sept. 2018 – Dec. 2022
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 and how to implement them in **Java**.

Teaching Assistant - Computer Networks　　　　　　　　　　Sept. 2021 – Dec. 2021
University of Windsor　　　　　　　　　　　　　　　　　　　　　　*Windsor, ON*
- Instructed students on how to implement network applications using network sockets in **Python** and **Java**.
- Assisted approximately 30 students on a weekly basis during office hours, on networking concepts and designing network protocols.

Coding Teacher (Code Sensei)　　　　　　　　　　　　Mar. 2021 – September 2021
Code Ninjas　　　　　　　　　　　　　　　　　　　　　　　　*Brampton, ON*
- Taught kids ages 5 - 14 how to code in a fun, and engaging way - by 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#** for Unity.
- Lead coding summer camps and instructed Lego robotics, Roblox Studio/Lua, and Minecraft mods with Mcreator.

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 commands.

PROJECTS

UWindsor Computer Science Wiki | *React.js, CSS, Docusaurus*　　　　Jan. 2022 – Present
- Resolved EOL conflicts that were affecting other operating systems by running the **Prettier** command with **yarn**
- Solved a GitHub issue by creating a student Wi-Fi guide page for the website and resolving review comments from co-workers.

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.
- Programmed scripts for 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), etc.).

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 intended to make managing appointments for clients (patients) easier.
- Implemented both sign-up and log-in so only authorized users have access to their appointment.
- Designed and implemented a **SQL** database to securely store user and appointment information.

Network IP Manipulator | *Python*　　　　　　　　　　　　Sept. 2020 – Dec. 2020
- Used multiple threads so program could discover live network neighbors 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, MySQL, PostgreSQL, PHP, HTML, CSS, JavaScript (React, Node, Heroku), LaTeX, C#
Technology: Git, Visual Studio Code, JetBrains (PyCharm, IntelliJ, PhpStorm, & Rider), Wireshark, Unity, Tableau