Alishba Jafri

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Education:

The University of Texas at Dallas **2023- 2026**

- Bachelor's degree in Computer Science
- Projected to graduate in the year 2026
- GPA: 4.0

Dallas College **2021- 2023**

- Dual Credit Program
- 37 credit hours received

Work Experience:

East Plano Islamic Center- Sunday School Admin Assistant **2023- present**

- Assisting the Sunday school admins in efficiently responding to requests regarding supply materials and textbooks needed by teachers.
- Leading and managing a group of volunteers deliberately making sure they are reporting to every call and performing tasks accordingly.

MSAADA Educational Foundation- Part-time Teacher **2019- present**

- Teaching the basics of the Arabic language and the recitation of the holy Quran to beginner students.
- Developing an engaging environment for students to learn efficiently over zoom.
- Utilizing Microsoft Word to log in student's progress every week focusing on helping them improve.

Skills:

- **Software/Tools:** Microsoft Office, Github, Astah UML, Canva, Google Workspace
- **Programming Languages**: C++, Java
- **IDE/ Code Editors**: CodeBlocks, Visual Studios, Android Studios, IntelliJ IDEA
- **Fluencies**: English, Urdu/Hindi, Arabic
- **Other**: Debugging, Troubleshooting, Code Refracting, Unit Testing, Time Management, Problem Solving, Critical Thinking, Teamwork, Detail- Oriented

Relevant Coursework:

- Introduction to Computer Science and Software Engineering
- Introduction to Engineering and Computer Science
- Programming Fundamentals
- Computer Science I
- Discrete Mathematics for Computing I
- Mechanics
- Electromagnetism and Waves
- Linear Algebra

Projects:

Snake Game **C++ | 2023**

The simple snake game uses a snakehead that eats the fruit placed randomly on the map and grows its tail which corresponds to the increase in the score of the game. The source code was Obtained from the web (http://paste4btc.com/Lu9Cvpd9) and applied techniques of modularizing and code refraction to turn it into an easily modifiable and maintainable code. Added a showFlow debugging function to keep the process of restructuring the code efficient without changing its external behavior. Made it user friendly by adding functionality such as an option that allows the user to choose the amount of fruit displayed on the map.

Word Search **C++ | 2023**

The program asks the user for a file to read and process. The file may contain comment lines that start with a # and blank spaces. The first non-comment data specifies the dimensions of the matrix. Following the matrix of letters, the list of words that need to be searched are processed character by character in every direction to see if the 2-D word search matrix contains that word/ phrase. The words that are not found are put into a vector and also printed at the end.

Animal Guessing Game **C++ | 2023**

A simple animal guessing game implemented using binary tree logic that starts with only knowing one animal.. It initializes the program by asking if the user is thinking of the animal 'Lizard'. If the user enters 'no' they are asked about a yes/no question that can be used to differentiate between the animal they are thinking of and the one the program guessed. Each time the user interacts with the program, a new node is created for the animal which stores the animal's name and questions to identify that animal.