My name is Asam. I am a 3rd year Software Engineering student at York University. I've always been interested in designing and developing applications, specifically mobile apps. Software engineering seemed like the perfect program for me as it gives me an opportunity to learn and grow as a programmer, all the while making awesome apps and websites. In addition to programming, I also do a fair bit of graphic designing. Over the years, I have participated in several design competitions where I have designed logos, cartoon characters and even application interfaces. I really the enjoy the whole idea of starting with a blank canvas and ending up with something beautiful and unique.

My hobbies include sports, both playing and watching. My favourite sports are soccer, basketball and cricket. I've played soccer throughout my teenage years in various clubs as well as my high school team. I usually play as a midfielder because I like to keep control of my team's offence. My best trait in soccer would be my ability to make key passes, both short and long.

I was born in Islamabad, Pakistan. My family moved to Canada when I was 8 years old. It was very easy for me to assimilate to the Canadian culture, and get involved in my school and community. In my elementary school days, being a fast runner was very prestigious, and since I was naturally athletic, I made friends very quickly. I found my love for drawing and designing in grade 4. This is the year my class held weekly drawing competitions and it was one of my favorite parts of school. I drew cartoons, sceneries, cars and whatever else came to mind and usually win every single week.

My first experience in programming was with visual basic where I created a black jack game as a project for my computer science class in grade 10. As I worked on this project, I knew I wanted to be a developer in my future and it lead to an easy decision of studying software engineering post high school. In grade 12, I made the decision to enroll into York's engineering program, Lassonde Engieering. I choose to do my undergrad at York because I believed it would offer me the most complete university experience, and perks, such as the convenient commute and beautiful campus were an added bonus. I can now comfortably say that I made the right decision. And I am certain that my love for learning, and passion for applying my knowledge into my own side projects will help me succeed at Lassonde.

One of my inspirations in life has been my older brother. My brother is the best programmer I know, and he has helped me grow and improve my skills in programming, especially when it comes down to applying design patterns. My brother and I have worked on several projects together, where he has shown me the ropes on how to work in a team using git and how to build apps in a methodical way.

On the first day of my computer science class in grade 10, my teacher told me something that I will always remember, he told me, "don't write code so you can understand it now, write it, so you can understand it one year from now". It is a very important skill to write code that can be understood with little to zero background knowledge. I have made it a habit to write detailed comments in my code and write clean and concise functions.