

Basim Sahaf

TECHNICAL SKILLS

- **Programming Languages:** C, C++, Python, Racket, HTML5, CSS3, SQL
- **Tools:** Git, Bash, Android Studio, Adobe Photoshop, Unity3D, jQuery
- **Exploring:** Java, JavaScript

WORK EXPERIENCE

HCI Games

Starting May 2017

Software Engineering Intern/UI Researcher

- Will begin to work on and develop motion-sensor gaming using Unity3D and Leap-Motion Sensor
- Research will be focused on Human-Computer Interaction

PROJECTS

CAFFEINE: Making Roads Safer  *March 2017*

Tech Used: Muse Headband, Java, Android Studio, XML

- Won 2nd Place at Start Hacks, competing with more than 45 teams
- Caffeine can help **prevent more than 100,00 accidents** per year in Canada
- Co-developed an **Android App** that receives and processes data from the Muse Headband
- Processed **real-time brainwave & accelerometer** data from **Muse** to track head-position in 3D and monitor brain activity

PERSONAL WEBSITE 

April 2017


Tech Used: HTML5, CSS3, jQuery


- Hand-coded my personal website **under 24 hours**
- Built an interactive **two columned sticky display** using **CSS**


BLOCKY: Block Unwanted websites  *April 2017*


Tech Used: Python 3.x

- Accesses the user's **host file** to block unwanted websites
- Allows the user to **temporarily** or **permanently** block websites according to their **time** preferences

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EDUCATION

UNIVERSITY OF WATERLOO

Candidate for Bachelors of Computer Science '21

Relevant Coursework:

- Algorithm Design and Data Abstraction (CS 136)
- Designing Functional Programs (CS 135)
- Full-stack development (Udacity).
- Python for Data Science (Udemy).

AWARDS

President's Scholarship of Distinction, University of Waterloo:

- Awarded to students with exceptional high school academic standing

VOLUNTEERING

- Founded the first student run CS club of my high school.
- Active volunteer in the 'Ban Plastic' initiative.