# Bola Gadalla

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## Education

**CUNY Queens College**                                                    Queens, New York

**B.A. Computer Science**                                   *Anticipated Graduation: 07/2022*

**Relevant Coursework:** Data Structures, Machine Learning, Principles of Programming Languages, Genetic Algorithms (GA), Internet and Web Technologies

## Skills

**Technical Skills:** C# (4yrs), Java (3yrs), Python (2yrs), Dart (2yrs), C++ (2yrs), JavaScript (1 year)

**Tools and Framework:** Unity, .NET, Flutter, Node, TensorFlow, Git, MongoDB, Firebase, AWS, Docker, Ubuntu

## Experience

**Research Foundation CUNY**                                            Queens, New York

**Peer Mentor**                                                            *08/2020 – 05/2022*

- Mentored 100+ students in **C++** for their introductory computer science course in Queens College. This involved mentoring students with topics and programming concepts (i.e., backtracking, recursion, and using command line to compile and run their code)
- Coordinated with the course professor and another Peer Mentor to manage and provide help to 20+ groups, each consisting of 5 students, to complete their course project.
- Led daily office hours (20 hours per week) for 30+ students per semester; debugging their lab, homework, and coding projects in **C++**.

**CUNY Queens College**                                                    Queens, New York

**President of QC Game Development Club**                                   *08/2019 – 05/2022*

- Founded and grew the Game Development Club in Queens College to 150+ students in span of 2 semesters by advertising it to students through organized events where we educate them about game development.
- Collaborated with other e-board members to teach and help club members to create games in the Unity game engine using **C#** through club meetings of 30+ students. Out of whom 10+ member created their own game and published them onto the Google play store.
- Led club meeting and club activities, as well as collaborated with the e-board members on setting goals and milestones for our club to achieve in terms of number of games made and members joined.

## Selected Projects *(More project on my Github)*

**Quick Hexa** | Personal Project | @Github                                       *04/2020*

Created and published Quick Hexa, fast pace 2D game, on both the Play Store and App Store which accumulated 250+ combined downloads over two weeks. Used Unity Engine and **C#** to make this game from scratch.

**TinyJ** | Course Project | @Github                                             *05/2022*

**Created** a programming language called **TinyJ** that runs on a **virtual machine**, all written in **Java**. The project contains a **parser** and a **translator** that parses the code to make sure it's syntactically correct and translates the written code into virtual machine instruction which runs in the virtual machine.

**Shopping App** | Personal Project | @Github                                     *12/2020*

Using **Dart** with **Flutter SDK**, I created a **shopping app** that has all the functionality of any shopping app you might see in the Play or the App Store. To save the user data and state, the project is connected to a **Firebase Database.**