Faraan **Javaid**

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Education

B.Sc, Computer Science and Mathematics(Honours)   *Toronto, Ontario*
University of Toronto   *Expected Grad Apr. 2025*

- Relevant Courses: Data Structures, Algorithms and Complexity, Object-oriented Programming, Software Design, Operating Systems, Discrete Mathematics, Bio-informatics, Biometrics, Computer Organization, Software Engineering, Databases

Skills

Language: Python | Java | C | C# | JavaScript | HTML | CSS | Bash | SQL | Assembly | R
Tools/Other: Git | VS Code | Visual Studio | PyCharm | IntelliJ | Eclipse | Unix | Windows | LaTex

Projects

Image Filter: Webpage for Running Filters on Images| C, HTML, JavaScript

- Developed a C-based webserver enabling users to apply image filters on bitmap images via web browser, showcasing proficiency in low-level programming and network communication
- Implemented socket communication, parsed HTTP requests, and managed processes for image processing, demonstrating strong knowledge of inter-process communication and web server functionality
- Contributed to a medium-sized C program, manipulated plaintext and binary data, and utilized JavaScript for dynamic content generation, highlighting skills in working with diverse data formats and client-side scripting
- Demonstrated understanding of web servers, HTTP protocol, and client-server communication, displaying the ability to work with web technologies and facilitate seamless interactions between clients and servers.

Accessible Boggle: Adapted for Users with Visual Impairments| Java, Git

- Developed a Boggle game application in Java with a focus on user accessibility for individuals with visual impairments using OOP principles
- Implemented the MVC (Model-View-Controller) design pattern for the application's GUI, resulting in a clear separation of concerns between the application's data, presentation, and user interaction component
- Worked as part of a development team that utilized the Agile SCRUM methodology to manage the project involving regular meetings, prioritizing tasks, and collaborating with team members to ensure timely delivery of features and updates
- Used Git as a version control system to manage code changes and collaborated with team members by creating and merging branches to ensure that all code changes were properly reviewed and tested before being integrated into the main codebase

Snake Blockade: Educational Snake Game | Java

- Developed a Snake game application in Java using the Swing graphical user interface (GUI) toolkit that was designed to educate students on various computer science topics in a fun and interactive way
- Utilized Object-Oriented Programming (OOP) principles to design and implement the Snake game application in a modular and extensible manner, making it easier to add and modify educational content in the future
- Conducted user testing and gathered feedback from students and educators to continuously improve the educational content and user experience of the game

David X Goliath: FPS Game| Python

- Developed a First-Person Shooter (FPS) game application in Python using the Pygame library, resulting in a visually impressive and engaging game experience
- Utilized Pygame to implement game mechanics such as player movement, weapon firing, enemy AI, and game physics, resulting in a responsive and intuitive gameplay experience
- Demonstrated strong problem-solving skills by identifying and resolving bugs and other issues in a timely and efficient manner, ensuring a smooth game experience for players