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, Biological Data, Bio-informatics, Biometrics, Computer Organization, Software Engineering

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

Accessible Boggle: A Game Adapted for Users with 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

Experience

Teachers Assistant

Mississauga, ontario

Al Manarat Academy

Sept. 2019 — Present

- Collaborated with the schools IT department to resolve technical issues such as connectivity and software issues to ensure a smooth learning experience for students.
- Utilized online platforms such as Zoom to teach and engage with students, resulting in an increase in student digital literacy and adaptability
- Developed and implemented lesson plans and teaching material through research and collaboration with the teacher, demonstrating strong communication, organizational and critical thinking skills
- Assessed student understanding and progress through weekly quizzes and assignments, refining their analytical and problem-solving skills.
- Adapted teaching methods to meet the needs of diverse students, improving their problem-solving skills and resulting in a 100% student satisfaction rate.
- Thoroughly reviewed and graded student assignments, demonstrating a strong attention to detail and organizational skills