

# Hamdan Javeed

(647) 987 - 8485 | [hamdanjaveed.com](http://hamdanjaveed.com) | [github.com/hamdanjaveed](https://github.com/hamdanjaveed) | [hamdan@hamdanjaveed.com](mailto:hamdan@hamdanjaveed.com)

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Technical Skills	<div>Languages — Java, Objective-C, Javascript, Python, C, C++</div> <div>Markup — HTML, CSS, JSON, <math>\text{\LaTeX}</math></div> <div>Web — GitHub, GitHub API</div> <div>Tools — Git, XCode, IntelliJ, Brackets, Eclipse</div>
Technical Experience	<div><b>Web Developer</b> <i>October 2013 - Present</i></div> <div>University of Waterloo Alternative Fuels Team.</div> <ul style="list-style-type: none"><li>• Worked as part of a team to design and develop the <a href="#">website</a> from scratch.</li><li>• Designed and developed the home page using HTML, CSS and Javascript.</li></ul>
Personal Projects	<div><b>Rubik's Cube Timer</b> <i>December 2013 - Present</i></div> <ul style="list-style-type: none"><li>• Developed an iOS app that tracks 3x3 Rubik's Cube solve times.</li><li>• Worked on an algorithm to generate random 3x3 scrambles, used NSTimer to implement the timer, and stored the solve times inNSUserDefaults.</li><li>• Used the MVC design pattern, as well as the Foundation, UIKit and CoreGraphics iOS frameworks.</li></ul> <div><b>Snippets</b> <i>November 2013 - Present</i></div> <ul style="list-style-type: none"><li>• An extension for the open source code editor <a href="#">Brackets</a> that allows users to insert snippets of code.</li><li>• Worked with the Brackets API to add menu items and register for key events. Worked with <a href="#">Code Mirror</a> to read text and add snippets to the core editor.</li></ul> <div><b>Workathon</b> <i>September 2013</i></div> <ul style="list-style-type: none"><li>• A Google Chrome extension that blocks distracting websites, developed by a team of 3 at UofTHacks.</li><li>• Implemented site blocking functionality using Javascript, as well as designing and implementing the user interface in HTML and CSS.</li></ul> <div><b>Recreation of Terraria</b> <i>December 2011 - January 2012</i></div> <ul style="list-style-type: none"><li>• A recreation of <a href="#">Re-Logic's</a> game <a href="#">Terraria</a> in Java.</li><li>• Implemented terrain, cave and ore generation, as well as enemy A.I.</li></ul>
Independent Studies	<div><b>iOS 6 Developing Apps for iPhone and iPad</b> <i>January - April 2013</i></div> <ul style="list-style-type: none"><li>• A Stanford University course focused on building apps using the iOS 6 SDK</li><li>• Developed <i>Set</i>, a card game and an app that fetches the latest photos off Flickr.</li></ul> <div><b>iOS 5 iPad and iPhone App Development</b> <i>September - December 2011</i></div> <ul style="list-style-type: none"><li>• A Stanford University course focused on building apps using the iOS 5 SDK</li><li>• Built a graphing calculator app for the iPhone and iPad.</li></ul>
Interests	<ul style="list-style-type: none"><li>• Hackathons, recently participated in Y-Hack, SE Hack Day and UofT Hacks.</li><li>• OpenGL and GLSL to make 3D games, machine learning, AI and UI design.</li><li>• Games, love exploring the technical details and challenges of games.</li><li>• Rubik's Cubes, particularly the 3x3 and the 4x4.</li><li>• Astronomy, badminton, swimming and cricket.</li></ul>
Education	<div><b>Candidate for Bachelor of Software Engineering</b> <i>2013 - 2018 (expected)</i></div> <div>University of Waterloo, Waterloo, Ontario</div>