

Hamdan Javeed

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Technical Skills	Languages	—	Java, Objective-C, JavaScript, Python, C, C++
	Markup	—	HTML, CSS, JSON, \LaTeX
	Web	—	GitHub, GitHub API
	Tools	—	Git, XCode, IntelliJ, Brackets, Eclipse

Technical Experience	Web Developer	<i>October 2013 - Present</i>
	University of Waterloo Alternative Fuels Team. <ul style="list-style-type: none">• Worked as part of a team to design and develop the website from scratch.• Designed and developed the home page using HTML, CSS and JavaScript.	

Personal Projects	Rubik's Cube Timer	<i>December 2013 - Present</i>
	<ul style="list-style-type: none">• Developed an iOS app that tracks 3x3 Rubik's Cube solve times.• Worked on an algorithm to generate random 3x3 scrambles, used NSTimer to implement the timer, and stored the solve times inNSUserDefaults.• Used the MVC design pattern, as well as the Foundation, UIKit and CoreGraphics iOS frameworks.	

Snippets	<i>November 2013 - Present</i>
<ul style="list-style-type: none">• An extension for the open source code editor Brackets that allows users to insert snippets of code.• Worked with the Brackets API to add menu items and register for key events. Worked with Code Mirror to read text and add snippets to the core editor.	

Workathon	<i>September 2013</i>
<ul style="list-style-type: none">• A Google Chrome extension that blocks distracting websites, developed by a team of 3 at UofTHacks.• Implemented site blocking functionality using JavaScript, as well as designing and implementing the user interface in HTML and CSS.	

Recreation of Terraria	<i>December 2011 - January 2012</i>
<ul style="list-style-type: none">• A recreation of Re-Logic's game Terraria in Java.• Implemented terrain, cave and ore generation, as well as enemy A.I.	

Independent Studies	iOS 6 Developing Apps for iPhone and iPad	<i>January - April 2013</i>
	<ul style="list-style-type: none">• A Stanford University course focused on building apps using the iOS 6 SDK• Developed <i>Set</i>, a card game and an app that fetches the latest photos off Flickr.	

iOS 5 iPad and iPhone App Development	<i>September - December 2011</i>
<ul style="list-style-type: none">• A Stanford University course focused on building apps using the iOS 5 SDK• Built a graphing calculator app for the iPhone and iPad.	

Interests	<ul style="list-style-type: none">• Hackathons, recently participated in Y-Hack, SE Hack Day and UofT Hacks.• OpenGL and GLSL to make 3D games, machine learning, AI and UI design.• Games, love exploring the technical details and challenges of games.• Rubik's Cubes, particularly the 3x3 and the 4x4.• Astronomy, badminton, swimming and cricket.	
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Education	Candidate for Bachelor of Software Engineering	<i>2013 - 2018</i>
University of Waterloo, Waterloo, Ontario		