Hamdan Javeed (Draft)

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About

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> Email LinkedIn Personal Site

Programming

Java, C, C++ HTML, CSS, Javascript Python

Projects

2013 - 2014 Rubik's Timer

mobile app

An iOS app that you can use to track your 3x3 Rubik's cube solve times. Uses the MVC architecture, as well as multiple iOS frameworks. Coded in the Objective-C language.

2013 - 2014 **Snippets**

extension

An extension for the open source code editor Brackets that allows users to insert snippets of code.

website

Redesigning the University of Waterloo Alternative Fuels Team's website using HTML and CSS

2013 Workathon

extension

A Google Chrome extension created during UofT Hacks to block certain websites for certain times to increase productivity. Coded in Javascript and CSS.

2011 Terraria

game

A recreation of the game Terraria by RE-LOGIC. The game engine was written from scratch. Implemented terrain generation and artifical inteligence for enemies. Coded in Java.

Hackathons

Nov. 2013 Y-Hack

v-hack.com

Experimented with Android game development techniques.

Nov. 2013 SE Hack Day

sehackday.com

Designed and implemented an Android user interface for the Chevrolet Malibu used by the University of Waterloo Alternative Fuels Team.

Sept. 2013 UofT Hacks

uofthacks.com

Created Workathon, a Google Chrome extension that blocks certain websites for certain times.

Independent Coursework

Winter 2013 Coding Together iOS 6, Developing Apps for iPhone and iPad (Winter

2013)

course on iTunesU

A Stanford University course focused on building apps on iOS 6

Fall 2011 iOS 5 iPad and iPhone App Development

course on iTunesU

A Stanford University course focused on building apps on iOS 5

Education

2013 - 2018 Candidate for Bachelor of Software Engineering

University of Waterloo