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

Techincal Experience

Web Developer *October 2013 - Present*
University of Waterloo Alternative Fuels Team.

- Worked with a team to design and develop a website for the club using HTML and CSS.
- Was in charge of designing and developing the home page.

Personal Projects

Rubik's Cube Timer *December 2013 - Present*

- An iOS app that tracks 3x3 Rubik's Cube solves.
- Utilizes the MVC architechture, as well as many iOS frameworks.

Snippets *November 2013 - Present*

- An extension for the open source code editor Brackets.
- Allows users to insert snippets of code.

Workathon *September 2013*

- A Google Chrome extension that blocks distracting websites.

Recreation of Terraria *December 2011 - January 2012*

- A recreation of Re-Logic's game Terraria.
- Implemented terrain/cave generation and enemy artificial intelligence.

Independent Coursework

CS 193P: iOS 6 Developing Apps for iPhone and iPad *January - April 2013*

- A Stanford University course focused on building apps using the iOS 6 SDK
- Developed *Set*, a card game and an app that fetches the latest photos off Flikr.

Interests

- 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, cricket and swimming.

Education

Candidate for Bachelor of Software Engineering *2013 - 2018 (expected)*
University of Waterloo, Waterloo, Ontario