

# Hamdan Javeed

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

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

Personal Projects	<b>Rubik's Cube Timer (<a href="#">App Store</a>)</b>	<i>December 2013 - Present</i>
	<ul style="list-style-type: none"><li>• Built an iOS app that tracks Rubik's Cube solve times, is on the App Store.</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 and UIKit iOS frameworks.</li></ul>	

<b>Snippets</b>	<i>November 2013 - Present</i>
<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>	

<b>Workathon</b>	<i>September 2013</i>
<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>	

<b>Recreation of Terraria</b>	<i>December 2011 - January 2012</i>
<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	<b>iOS 6 Developing Apps for iPhone and iPad</b>	<i>January - April 2013</i>
	<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>	

<b>iOS 5 iPad and iPhone App Development</b>	<i>September - December 2011</i>
<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>• Playing and exploring the technical details and challenges of video games.</li><li>• Rubik's Cubes, particularly the 3x3 and the 4x4.</li><li>• Astronomy, badminton, swimming and cricket.</li></ul>	
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Education	<b>Candidate for Bachelor of Software Engineering</b>	<i>2013 - 2018</i>
University of Waterloo, Waterloo, Ontario		