

Haniyyah Hamid

Bilingual US Citizen

Github: <https://github.com/haniyyahh>

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EDUCATION

University of Texas at Dallas, Richardson, TX

Aug 2019 - May 2023

B.S in Computer Science, GPA: 3.87

- Honors/Awards: Magna Cum Laude, UTD Presidential Scholarship Award (2019-2023)
- Relevant Coursework: Advanced Data Structures and Algorithms, Operating Systems, Computer Graphics, Intro to Machine Learning, Database Systems

TECHNICAL SKILLS

- Languages: Python, C/C++, C#, Java, Javascript, R, HTML, CSS, SQL
- Software Tools/Frameworks: TensorFlow, Numpy, Pandas, Scikit-learn, Keras, Visual Studio, Microsoft Office, Jupyter Notebook, GitHub
- Operating Systems: Windows, UNIX, Linux

WORK EXPERIENCE

Law Office of Domingo Garcia, Dallas, TX | Legal Assistant

June 2019 - April 2023

- Utilized Microsoft Excel and Word in the litigation department for reductions of bills.
- Created audit reports from Needles database in Microsoft Excel, Word, and PDF format.
- Communicated with insurance claim adjusters and customers.

PROJECTS

Degree Planning and Audit Tool Web Application | Back-End Developer

Spring 2023

- Served as back-end developer in a team of 6 using the agile development cycle to ensure timely delivery and continuous improvement.
- Implemented a PDF and text file parsing function with pdfplumber and regular expressions that stores to a student object.
- Developed a JSON dictionary to be utilized in the front-end, allowing for manual modifications from users.
- Programmed a function that reads student object data and modifies its values with the application's built-in database.

Postal Office Simulation | Back-End Developer

Spring 2023

- Developed a Java-based postal office simulation using semaphores and threads to coordinate workers and customers.
- Designed classes for workers, customers, and the postal office, implementing wait() and signal() methods to control resource access within a UNIX environment.
- Demonstrated proficiency in Java programming, multithreading, and simulation of real-world scenarios using object oriented programming concepts.

Comet Epacse Runner Game | Game Designer and Team Leader

Spring 2023

- Led a team of three in developing a Windows game using Unity and C# programming language.
- Designed and developed game environment, lighting, and responsive user interface using Unity's UI system and Figma.
- Collaborated with team members and provided guidance on development issues, utilizing Trello to maintain organization.
- Scripted several object movements and scene transitions with C# to enhance player experience.
- Presented the final game to the Professor and received positive feedback, including the statement that she was "proud" of the team's results and creativity.

Pizza Restaurant Database | Database Administrator

Spring 2022

- Designed a database system using entity relationship, schema, and data dictionary diagrams in a team of 4.
- Curated the MySQL database using CRUD (Create, Read, Update, and Delete) operations with MySQL Workbench.
- Created dummy data and queries to test the validity of the database, ensuring efficient and accurate extraction of data by the back-end.