

Hasnain Shamim

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

New York, New York

SKILLS

React, Ruby, Rails, Javascript, Java, C/C++, jQuery, HTML, CSS, SQL, git, Three.js, Webpack, PostgreSQL, LISP

PROJECTS

NewtFlix (Rails, ReactJS, AWS, JavaScript)

[live](#) | [github](#)

A single page Netflix clone allowing users to browse movies by genres or search keywords and add them to their list to watch later

- Built fully functioning custom video player using JavaScript event handlers and HTML5 Media Element with responsive progress bar that changes functionality based on video length
- Integrated self contained title cards into every page of the website using React components to encapsulate data, DRY code, and ensure metadata is loaded only when the user interacts with the object itself
- Created a real time updating search feature that allows users to fetch movies with relevant titles, actors, or genres using dynamic SQL queries

JustRoll (JavaScript, Threejs, Webpack)

[live](#) | [github](#)

A 3D browser game in which players control a ball and try to reach the goal while avoiding obstacles and trying not to fall off the level

- Implemented realistic 3D physics using Three.js and Physijs with which the player can interact with objects in real time
- Utilized JavaScript event handlers to create responsive player movement and trigger customized asynchronous actions such as collision detection
- refactored game objects into object oriented classes for cleaner and DRYer level creation and more modular object life cycle handling

Augmented Reality Tag (C++, Linux, OpenCV, Python)

[github](#)

Game allowing players to tag each other using "sword" slashes or by shooting targets; run entirely on Intel Edison embedded systems hardware.

- Used C++ TCP/IP socket library to wirelessly network between various embedded devices
- Created a primitive eventloop to handle asynchronous input on single thread application
- Created AudioVisual interface in Python Pygames library that displays basic game information to players

EXPERIENCE

FreshRealm LLC

August 2018 - February 2019

Mechatronics Engineer

- Worked on team to develop food packaging robot using vacuum pick up to automate production for projected cost reduction of 25%
- Ran QA tests to determine software and hardware failures, used findings to increase output by 200%
- Wrote documentation for wiring and hardware setup such as wiring diagrams, cable drawings, etc.

UCLA Department of Cultural and Recreational Affairs

December 2015 - June 2016

Mechanical Technician

- Collaborated with team members to complete daily task list involving small and large projects, such as machine troubleshooting, facility upkeep, and staff IT support
- Worked independently from supervisor to diagnose and solve technical issues with ellipticals, treadmills, and other workout machines

EDUCATION

Web Development - App Academy (Fall 2019) - A 12 week web development boot camp in which students learn React and Rails

BS Education - University of California Los Angeles, July 2018