Hussein Parpia

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HIGHLIGHTS

- Always looking to learn and improve myself
- Proficient with many programming languages like Java, C++, Python, Javascript
- Experience with Object-oriented programming and Entity-component-system game programming
- Able to work under pressure and with a team
- Able to communicate my ideas and ready to listen to suggestions

EDUCATION

Memorial University of Newfoundland - *Bachelor of Science*   SEPTEMBER 2015 - MAY 2019
St. John's, NL.

- Major: Computer Science, Minor: Mathematics
- Faculty of Science Dean's List 2015-16
- The International Undergraduate Academic Award Scholarship of $2500 (2016-2017)

RELEVANT EXPERIENCE

Whitecap Scientific Corporation - *Software Developer Co-op*   JANUARY 2018 - SEPTEMBER 2018
St. John's, NL.

- Designed and improved the user interface of the surveyor program using Tcl/Tk
- Found and fixed different bugs to improve user experience with the 3D Model viewer
- Achieved pass with distinction for my work ethics and contributions in the areas of user interface, filter system for the application, and server for storing data.

C-CORE - *IT Assistant*   SEPTEMBER 2018 - PRESENT
St. John's, NL

- Set up work stations for new employees
- Troubleshooted and fixed different problems with computers around the office.

Hatcher Commons - *Computer Support Technician*   OCTOBER 2016 - PRESENT
St. John's, NL

- Assisted clients' issues related to their accounts and personal computers
- Effectively maintained the noise level to achieve quiet and peaceful study environment

Verafin Inc., - *Database and Library Organization student (Internship)*   APRIL 2017 - MAY 2017
St. John's, NL.

- Collected information on different books and recorded them in the database

RELEVANT PROJECTS

Automated Scheduler (Hacking Health 2018) - St. John's, NL   MARCH 2018
- Developed a demo of an assisted scheduler to schedule appointments and operations for the health sector in St. John's using Javascript, HTML and Polymer
- My group was the winner of the Hackathon

Game Development   SEPTEMBER 2018 - DECEMBER 2018
- School project to design games such as Mario, Zelda and Contra using C++ and SFML

Mobile Development   SEPTEMBER 2018 - DECEMBER 2018
- School project where we developed a lifestyle tracker app using Objective-C for iOS device

Court Counter   JULY 2017
- Personal project to design an Android application to record scores in basketball game using Java and XML

Blog development   FEBRUARY 2017 - MARCH 2017
- Developed a blog with my classmates containing different articles using Bootstrap, mySQL and Php
- Utilised Disqus comment system to allow comments from the users

Luhn Check   FEBRUARY 2017
- Personal project to code an algorithm to check the validity of a credit card using Python

OTHER WORK EXPERIENCE

Ancillary Operations, Memorial University - *Student Assistant*   MAY 2017 - DECEMBER 2018
- Organized the student space for specific events
- Assisted with delivering important files around the campus

Department of Math & Stats, Memorial University - *Math Tutor*   SEPTEMBER 2016 - AUGUST 2017
- Assisted students with their problems in certain math courses
- Guided students to relevant course materials and practise exercises

VOLUNTEERING

MUN Mentor, Memorial University   AUGUST 2016 - AUGUST 2017
Black Students' Association Member, Memorial University   JANUARY 2017 - APRIL 2017
Finance Department Member, AIESEC Memorial   JANUARY 2016 -DECEMBER 2016

REFERENCES

Available upon request.