Dubai,
United Arab Emirates
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Humaid Khan

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Technical Skills:

Programming Languages:	Javascript, C, HTML, CSS, Assembly
Other Languages:	React JS, React-Native, Angular JS, Babylon JS, Cannon JS, MySQL, MongoDB, Sequelize, Bookshelf

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Applications

VR Pacman, Software Engineer
First Person VR version of Pac-man | http://www.vrpacman.com
- Rendered an inherited map with BabylonJS to generate a playable 3d/VR game
- Architected maze builder structure using ReactJS to give users ability to edit mazes
- Integrated game physics using CannonJS to build a smooth collision system and allow players to collect pellets
- Designed ghost AI algorithm with Bread First Search to chase users

Lifecraft, Software Engineer
Pet simulation android game
- Reconstructed web app to mobile app using React-Native to give users access through multiple platforms
- Incorporated sensor/sound modules using React-Native libraries to produce a user friendly/interactive game
- Composed user authentication system with MySQL database and Express/Node server to introduce user signup and login

Money.io, Software Engineer
Bill sharing web application
- Designed mobile friendly front-end using React and Bootstrap to target users on multiple devices
- Structured various routes with Node/Express for specialization
- Saved each user's transactions on Sqlite3 database to help users identify their owings

Weather Effects, Software Engineer
Social weather report application
- Queried latest weather report and tweets by location using twitter and weather channel's RESTful API
- Developed smart React components to accept user input and display latest tweets and weather

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Additional Experience

UBC Table Tennis Club, President   2015-2016
- Lead a team of executives to organize tri-weekly sessions to give members 9 hours of play time every week.
- Arranged booths across campus to help attract more than 200 members.

Education

University Of British Columbia, *Electrical Engineering*   2012-2016
Completed Relevant Coursework Toward Bachelor of Applied Science Degree
- Introduction to Computation in Engineering Design, Data Structures and Algorithms for Electrical Engineers, Introduction to Microcomputers, Electrical Engineering Design Studio I

Hack Reactor, *Advanced Software Engineering Immersive Program*   2016-2017

Personal

Hobbies: Photography, Coding, Video games