Humaid Khan

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Technical Skills

Front-end:	Javascript(ES6), HTML, CSS, React JS, React-Native, Angular JS, Babylon JS, Cannon JS, Vue JS
Back-end:	Node JS, Express, MySQL, Sqlite3, MongoDB, Mongoose, Sequelize, Bookshelf
Others:	Git, C, Webpack, Jquery, DigitalOcean, Heroku, Mocha, Chai, Agile, Scrum, REST, Graphql

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Applications

VR Pacman, Software Engineer
First Person VR version of Pac-man | https://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 and save mazes
- Integrated game physics using CannonJS to build a collision system and allow players to collect pellets
- Designed ghost AI algorithm with Breadth First Search to chase users
- Stored each user's scores using AJAX requests to MySQL database to form a competitive game
- Invented pellet types, e.g. speed pellets, gravity pellets, ghost pellets, to make levels more customizable

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 300 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