

AREEB HYDER

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PROFESSIONAL SUMMARY

- ❖ Developed various user oriented applications through the use of Python and C++.
- ❖ Familiar with Java, JavaScript and HTML/CSS through the enrollment of various courses.
- ❖ Experienced in the implementation of diverse IT solutions.
- ❖ Active member in various clubs and organizations which reinforce multi-tasking and leadership abilities.

WORK EXPERIENCE

Back End Developer Intern – Qard Financial Group

June 2017 – August 2017

- ❖ Utilized Python to develop a program that allows users to post and respond to listings.
- ❖ Implemented an algorithm to sort posts and FAQs.
- ❖ Assisted in designing company webpage using HTML and CSS.
- ❖ Performed diagnostics and set up virtual environments for debugging purposes.

IT Student Intern – Rehman Wadood IT Int.

March 2017 – June 2017

- ❖ Aided various clients in achieving financial stability by implementing innovative IT solutions.
- ❖ Increased sales by 15% by creating a delivery network through third party companies.
- ❖ Updated the computer software to optimal efficiency, which increased the rate at which orders are processed.
- ❖ Served as liaison between business partners and customers to ensure a high level of communication.

PROJECTS

Collision Avoidance Software

October 2017 - Present

- ❖ Developed a software that utilizes inputted data and then defines certain parameters to avoid an accident.
- ❖ For instance, if an autonomous vehicle is able to determine the distance between itself and an object, along with its current velocity; the software will be able to calculate the required magnitude of deceleration to prevent a collision.

Word Count Program

September 2017

- ❖ Designed a tool via C++ to extract the number of inputted strings or integers in any file by iterating through the text and returning a word count.
- ❖ Effectively used Boolean statements and the ASCII table to check for any potential errors.
- ❖ Independently learnt the required knowledge to execute the code while using analytic skills to debug any issues.

Python Game

July 2017

- ❖ Used the fundamental principles of Python to create and debug an interactive probability game.
- ❖ The program tests the user's input against pre-defined cases by iterating through the program in order to declare a winner.

EDUCATION

University of Waterloo

Class of 2022

- ❖ Candidate for BAsC in Honours Computer Engineering
 - **Awarded** the Presidents Scholarship for academic excellence.
 - Currently enrolled in an object-oriented programming course for **C++** that involves the implementations of binary operations, classes, compilers, file parsers and the development of numerous algorithms.
- ❖ Enrolled in various programming courses for **Java**, **JavaScript**, **Python**, **Ruby** and **SQL**.