

Jamila Toaha

Software Developer



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<https://www.linkedin.com/in/jamila-toaha/>



<https://github.com/jtoaha>

Education:

Multimedia Computing,

B.S. with a minor in Film

CUNY Brooklyn College, December 2020

The Grace Hopper Program at Fullstack Academy

Dec 2018- April 2019

17-week immersive program focused on full-stack web development using Javascript, Node.js, Express, PostgreSQL, React/Redux, HTML, CSS, Github, and Heroku.

Certifications:

<https://www.freecodecamp.org/jtoaha>

Free Code Camp: Responsive Web Design Certification, Algorithms and Data Structures Certification, Front End Libraries Certification

Skills:

Proficient: Javascript, HTML5, CSS, Java, React.js/ Redux, Ionic, LaTeX, Node.js

Familiar: Three.js, p5.js/ Processing, Phaser.js, NetLogo, Github, Heroku,

Other: Adobe InDesign, Adobe Illustrator, Typing: 70 WPM, Customer Service/ Call Center Experience, Designing Flyers

Languages: English, Bangla

Software Developer with an interest in the intersection of math and art and passionate about knowledge in general. Detail-oriented and adaptable to different technologies and libraries. Recent work has involved Progressive Web Apps.

Work/Internship Experience:

Back End Developer

CUNY Campus Art, CUNY Brooklyn College, September 2020-

<https://github.com/CUNY-Campus-Art/CUNY-Campus-Art-PWA/> (includes demo)

CUNY Campus Art aims to promote art on CUNY campuses. Built PWA using the Ionic with React framework.

- Built custom QR Scanner to retrieve artwork information, which could be saved to/ removed from a user's history.
- Also, incorporated Redux/ state management into the app, and making calls to our Strapi database.

Front End Developer

Develop for Good, Internet of Good Things, UNICEF, September 2020-

<https://iogt-pwa.web.app> (demo so far)

Internet of Good Things is a UNICEF initiative to provide free, mobile-ready web-based resources and useful information to youth and families across the globe.

- Helped develop PWA redesign fellow Develop for Good team came up with. Forty percent of target audience are feature phone users and has limited javascript support. So, thus far, have been avoiding using javascript for interactions and have been building out Mobile First CSS to make it responsive across devices.

Sample Projects: (Projects are on display at: <https://jtoaha.github.io/>)

Javascript Calculator (August 2020)



Built Javascript Calculator using React.js and uses a CSS grid layout. Implements Formula/Expression Logic (takes into account operator precedence) rather than Immediate Execution Logic.

Markdown Previewer (June 2020)

Created a Markdown Previewer using React, Redux, and Marked.js.

Rescue Ops (May 2020)



Created a game using Phaser. Implemented sprite movement, teleportation access points, kunai bullets, game logic/ game play, win/lose conditions, sound effects, and other details.

College Courses: 2020: Game Design, Human Computer Interaction, Analysis of Algorithms, Computer Graphics, Multimedia Programming, Elementary Probability and Statistics, Principles of Robotics, Multimedia and 2D Animation 2019: Discrete Structures, Data Structures (Java), Intro Modern Programming Techniques (Java), Multimedia Computing, Intro Digital Art, Computers and Ethics Prior: Calculus I + II, Physics I, Human Rights and World Politics, Japanese 1.1, Arabic 3.1