Jamila Toaha
Software Developer

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

⊙ https://github.com/jtoaha

Software Developer passionate about learning and coding. Seeking to make a positive impact. Highly interested in where programming, math and art intersect.

Projects: (Portfolio: https://jtoaha.github.io/)

Little Red To the Rescue (December 2019)

 Developed a mini-game with the visual programming language *Scratch*. Little Red goes on missions to save the day. Implemented movement, obstacle, win & loss condition, and other details. Teleportation access points more or less original concept. As of now, excluding start and instructions screens, gameplay is one level. Most graphics borrowed here, aside from a bit of tweaking.

Geometric Art Show (November 2019)

 Developed an art show using the agent-based programming language *NetLogo*. Program generates mesmerizing shapes and patterns, depending on mode selected (mandala, parallel lines, seed of life), number of agents, and other factors.

Star Kingdom (October 2019)
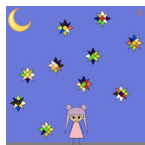
 Developed a mini-game with the Java-based programming language for artists called *Processing*. Luna collects star meteorite crystals for fuel for the Star Kingdom. Graphics aside from the moon and the logo created from Processing scratch (via the draw functions). Luna, as well, as irridiscent stars created using coordinate-based geometry, overlapping shapes, and colors that change.

c-AR-d (April 2019)

Senior capstone team project for the Grace Hopper program. Pair programming and agile development practices utilized. cARd has a web app (users generate card) and a mobile app(recepients scan their card to view in AR/VR, can see video pop up). Info stored/retreived, respectively, to/from S3/AWS.
-Worked as a team to take care of details, though primarily assisted with implementing the QR Scanner into our react native mobile app, Google OAuth login into our web app, and on having video retrieved and displayed in AR/VR (using ViroReact) when cARd scanned with mobile app.

Venus Fly Trap (March 2019)

Built a (dummy) e-commerce website with a team. The website was built using Javascript, React and CSS. Worked as a team to take care of details, though primarily assisted with setting up Heroku deployment, integrating Google OAuth login, and implementing payment with Stripe.

Work/Internship Experience:

Medical Receptionist
Tribeca Pediatrics, April 2014- December 2018, New York, NY
Helped manage patient requests and paperwork from our 22+ offices. Trained new hires.

Production Assistant
Metrofocus at Channel THIRTEEN, September 2010- January 2011, New York, NY
Compiled a database of blogs and contact info. Transcribed and looked for relevant footage of documentaries and interviews.

Volunteer Coordinator
Muslim Consultative Network, March 2012- June 2013, New York, NY
Helped manage monthly interfaith Soup Kitchen at Holy Trinity Church

Media Intern
Global Action Project, Oct 2007 − Jun 2009 New York, NY
Facilitated workshops breaking down issues around media justice and taught techniques people could use to produce their own media.

Education:

Multimedia Computing, B.S. with minors in Film and New York City Studies
CUNY Brooklyn College
(Expected Graduation: Winter 2021)

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:
Free Code Camp: Responsive Web Design Certification

College courses:
2020: Game Design, Human Computer Interaction, Analysis of Algorithms, Computer Graphics
2019: Data Structures (Java), Advanced Programming Techniques (Java), Intro Multimedia Computing, Intro to Digital Art, Computers and Ethics, Prior: Human Rights and World Politics

Skills:
Proficient: Java, Javascript, HTML, CSS Familiar: Three.js, p5.js, React, Redux, Adobe InDesign, Adobe Illustrator Typing: 70 WPM, Customer Service, Designign Flyers