

Jamila Toaha

Software Developer



jamila.toaha.dev@gmail.com



(646) 945-8646



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



<https://github.com/jtoaha>

Education:

**Multimedia Computing,
B.S.** with minors in Film and
New York City Studies
CUNY Brooklyn College
(Expected Graduation:
December 2020)

**The Grace Hopper Pro-
gram 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

Free Code Camp: JavaScript
Algorithms and Data Structures
Certification

Skills:

Proficient: Javascript, HTML5,
CSS, Java, Latex
Familiar: Three.js, p5.js/
Processing, React.js/ Redux,
Phaser, NetLogo, Github, Her-
oku, Node.js

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

Languages: English, Bangla

Aspiring Software Developer seeking to further expand skills in Front End/ UX Design, Computer Graphics, and app/product development. Currently working on completing my Multimedia Computing, B.S. degree at Brooklyn College. Always a Student seeking to expand my mind, skillset, and impact.

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

Markdown Previewer (June 2020)

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

Learning Center Website (April 2020)



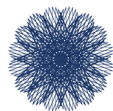
Team Project created for a Human Computer Interaction class, so this only implements a Front End. Assisted wherever needed. Key feature I worked on was creating a layout and scheduling system to book tutors by putting together different libraries for time conversions and mini calendar, which I then linked to a daily template.

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.

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.

College Courses:

2020: Game Design, Human Computer Interaction, Analysis of Algorithms, Computer Graphics, Intro Multimedia Programming, Elementary Probability and Statistics
2019: Data Structures (Java), Intro to Modern Programming Techniques (Java), Intro Multimedia Computing, Intro to Digital Art, Computers and Ethics

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.