Maria Nafees

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Professional Summary

Motivated and dedicated student pursuing a bachelor's degree in Computer Engineering at the University of Toronto. Skilled and practical with problem solving, attention to detail and excellent organizational skills.

Education

Computer Engineering (BASc)

Skills

- Software programming with C/C++, Python, HTML, Racket, Scheme, Haskell, Prolog
- Programming with hardware description languages ARM Assembly Language, Verilog
- Experienced in working with technical tools Git, Valgrind, MATLAB
- Technical knowledge of platforms Windows, Mac, Unix, Linux, networking, operating systems
- Expertise in MS Office, Adobe Photoshop Creative Cloud

Work Experience

CTFS | May 2022 – Sept 2022

- Worked with teams in Technology, Audit, PCI and Vendor Management to assure the successful governance review, delivery and compliance of security controls.
- Used various security tools for scanning, remediation, monitoring, and reporting on compliance of systems to security standards.
- Worked with Jira, Confluence, ServiceNow and for managing digital workflows, service requests and issues tracking, and agile project management.
- Supported PII and PAN data scan remediation activities.

Engineering Projects at University of Toronto

GEOGRAPHIC INFORMATION SYSTEM (GIS) INTERFACE DESIGN USING C++ | Jan 2023 – April 2023

- Worked as Team Leader in a team of 3 to create a GIS with a design for visual accessibility, specifically addressing accessibility for colorblind users. GIS is equipped with search bar, step-by-step route directions, multiple interface views (light mode, dark mode, colorblind-friendly mode).
- GIS uses OpenStreetMap API, OpenGL API, and Glade Interface Designer, GTK software to create interface and map graphics, data, and functionality icons.
- GIS navigation features utilize BFS, Dijkstra's algorithm and A* algorithm for pathfinding and searching for shortest valid routes between multiple destinations.

VIDEOGAME DESIGN IN C LANGUAGE RUNNING ON DE1-SoC FPGA BOARD | April 2023

- Complete design of videogame "Mission Control" in C language running on DE1-SoC FPGA board and VGA monitor display.
- Smooth rendering of graphics on VGA monitor through the use of double buffering and DMA controller.
- Videogame is designed to take user-input from keyboard keys and DE1-SoC board switches, game score updates live while user is playing.