

Mehrab Hafiz

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Objective

To obtain an internship position that would allow me to improve my practical skills in computer science and increase my aptitude in the field.

Education

Hunter College (2016 - Present)

Bachelor of Science in Computer Science

GPA: 3.18

Expected Graduation Date: May 2020

Projects

- Developed a Flappy Bird Demo game for Android using Java, libGDX framework and free graphical assets. Automated build using gradle and ensured compatibility across various Android devices.
- Designed and developed Building Escape, a physics based puzzle game in Unreal Engine. Programmed C++ scripts to define behavior of in-game elements, lighting and user interface. Used Git for keeping track of all changes.
- Built a visual maze solver in Javascript and HTML5. The solver randomly generates a maze of specified size and uses the A* algorithm to find best solution.
- Built a React JS weather application that fetches data from a weather API and displays it to the user.

Skills

- Object oriented design and programming skills
- Knowledge of data structures and algorithms
- Experience in web design and development
- Experience in android development
- Familiar with Oracle database environment
- Familiar with source control
- Languages: C++, Java, HTML, CSS, Javascript, C#, Python, SQL, Go
- Utilities: Microsoft Office, Adobe Photoshop, Android Studio, Eclipse, Git

Work Experience

Dunkin Donuts - Hempstead, NY

Crew Member - April - September 2017

Worked as a team member, performed cashier duties, served food, restocked merchandise, practiced cleanliness and maintained customer satisfaction.

Saireen Medical Group - Jamaica NY

Volunteer - May - July 2015

Clerical Works - Took patients' vitals (heart rate, height/weight, etc), filled out requisition forms and documentations, helped the doctor with his needs and shared time with the patients.