

# Mehrab Hafiz

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## Objective

To obtain a position that would challenge me with real world applications where I can apply my theoretical knowledge and practical skills.

## Education

### Hunter College

Bachelor of Science, Double Major in Computer Science & Statistics

Anticipated Graduation: May 2021

Relevant Coursework: Data Structures and Algorithms, Relational Databases, Python Programming, Data Analysis using Statistical Software

## Skills

- Languages: C++, Java, Python, C#, Javascript, HTML, CSS, SQL, R, Go
- Technologies: Microsoft Office, Adobe Photoshop, SPSS, Android Studio, Eclipse, Git
- Operating Systems: Windows, Linux

## Personal Projects

- Developed a Flappy Bird clone for Android using Java, libGDX framework and free graphical assets.
- Designed and implemented "Building Escape", a physics based puzzle game in Unreal Engine. Developed C++ scripts to define behavior of in-game elements, lighting and user interface.
- Built a React weather application that fetches data from OpenWeatherMap API and displays it to the user.

## Experience

**Dunkin Donuts** - April - September 2017

Crew Member

Accurately processed customer transactions, reorganized merchandise, assisted with the assembly of food orders and achieved customer satisfaction.

## Activities

**Hunter Esports and Game Design Collective** - January - May 2019

Unity C# Developer

Developed physics interactions of randomly generated game elements in an outer space environment. Coordinated with artists and sound designers to ensure the aesthetics of the game matches the design vision.