

# 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 (2016 - Present)

Bachelor of Science in Computer Science

GPA: 3.2

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 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. 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\* (A Star) search algorithm to find best solution.
- Built a React JS weather application that fetches data from OpenWeatherMap API and displays it to the user. Arranged page elements using Bootstrap Grid System to achieve a responsive layout.

## Skills

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

## Experience

- **Hunter Esports and Game Design Collective** - New York, NY January 2019 - Present  
Unity Developer  
Developed physics interactions of procedurally 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. All development was done in C#.
- **Dunkin Donuts** - Hempstead, NY April - September 2017  
Crew Member  
Accurately processed customer transactions, reorganized merchandise, assisted with the assembly of food orders and achieved customer satisfaction.