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. Arranged page elements using Bootstrap Grid System.

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
- Languages: C++, Java, HTML, CSS, Javascript, C#, Python, SQL, Go
- Utilities: Microsoft Office, Adobe Photoshop, Android Studio, Eclipse, Git

Experience

Hunter Esports and Game Design Collective - New York, NY
Lead Programmer - January 2019 - Present
Create C# code for Unity. Work closely with artists and designers to ensure the look and feel of the game is met.

Dunkin Donuts - Hempstead, NY
Crew Member - April - September 2017
Perform cashier duties, serve food, restock merchandise, practice cleanliness and maintain customer satisfaction.