

Misagh Haghar

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Education

University of North Carolina at Chapel Hill | Chapel Hill, NC

May 2023

B.A in Computer Science, B.S in Information and Library Science

Graduated with Distinction

Honors and Awards: Carolina Student Excellence Transfer Program (C-Step)/**Dean's List 2022-2023**

Relevant Coursework: Data Structures, System Fundamentals Models and languages Computation, Modern Web Programing, Information Retrieval , Practical Web Design and Development, Info System Analysis/Design, Information use for organizational effectiveness, Files Databases and Applications

SKILLS

Java, Python, JavaScript, SQL, C, AWS, HTML, CSS, GitHub, Vim, Terminal, Microsoft Office Suite

Bilingual: Persian/Farsi

PROJECTS

CSXL Check-In Management System

April 2023

Academic project

- Led a team of 4 people to develop a web-based application for managing check-ins for UNC CSXL Lab
- Utilized HTML, CSS, JavaScript, incorporating basic Angular elements for the frontend to create an intuitive and interactive user interface.
- Utilized Python for the backend, establishing API routes and handling system logic for seamless integration.
- Implemented essential features such as User Authentication, Dashboard, Check-in, Check-In history with data stored in a functional SQLite Database

Akari Light up: Puzzle solver and Interactive GUI application

April 2022

Academic project

- Developed a Java application for the popular Akari Light up game, employing the model-view-controller design pattern and JavaFX UI library.
- Created a fully functional GUI implementation of the single-player logic puzzle, including 4 built-in solvable puzzles.

Snake Game: Java Swing and JPanel Implementation

September 2022

Personal Project

- Designed and implemented a Java game application that allows users to navigate a pre-made map and collect randomly placed items.
- Utilized **JPanel** and **Swing Package** to create a colorful and interactive snake game.

Pong Game: Python and Turtle Graphics Implementation

October 2022

Personal Project

- Created a game application using **Python** and the **Turtle Graphics library**.
- Implemented a two-player functionality with custom key binds for an engaging Pong game.
- Expanded proficiency with the Turtle Graphics library while refreshing memory on game development concepts.

FitnessStreak: Wellness Companion Application

October 2022

HackDuke Competition2

- Led a 3-person team to develop a comprehensive application offering workout routines and food recipes.
- Utilized the MERN stack, leveraging Preact to streamline React functionality with optimized code.
- Designed the application prototype using Figma to showcase the intended user interface and meet project deadlines.

WORK EXPERIENCE

UNC Transfer Mentor – Chapel Hill, NC

September 2021–May 2023

UNC Admissions

- Assisted with critical first year transition of students through consistent communication using various methods
- Implement appropriate responses to first year and/or transfer students to assist with the development of successful student practices while maintaining confidentiality.

COMMUNITY INVOLVEMENT

UNC Chapel Hill Game Development Club – Chapel Hill, NC

August 2022 – May 2023

Game Development Member

- Demonstrated leadership within the club, collaborating with members to address challenges and generate innovative game ideas.
- Held high standards for game aesthetics and user experience, emphasizing the importance of intuitive and exciting gameplay.
- Leveraged computer science and data science skills to contribute meaningfully to the club's projects.