

Maaheen Maajed

maaheen_maajed@outlook.com • mmaajed.com
linkedin.com/in/maaheen-maajed • github.com/mmishere

EDUCATION

University of Illinois at Urbana-Champaign

Expected Graduation: *May 2024*

Major: Computer Science & Anthropology

GPA: *3.96/4.00*

Honors: Dean's List (Fall 2020, Spring 2021, Fall 2021)

EXPERIENCE

Intro to Computer Science Course Staff

Head Course Associate

Spring 2022 - Present

Course Associate

Fall 2021

Course Assistant

Spring 2021

- 1 of 4 Head Course Associates leading over 240 Course Associates and Assistants for a course with over 1000 undergraduate students
- Taught fundamental programming concepts in Java and Kotlin through virtual office hours and the course forum
- Developed multimedia audio/code walkthroughs to teach concepts of imperative and object-oriented programming
- Helped students with Android development and general programming in virtual office hours

PROJECTS

<http://125summer.tech>: CS 125 Summer of Side Projects – *Group Project, extracurricular*

May – July 2021

- Assisted on the course staff for an informal class of 162 students in creating 65+ side projects over the summer
- Managed content on the site, wrote and edited technical tutorials to teach libraries and tools

Cyberpunk 2020 DM Kit – *Personal Project*

May 2021 – Present

- Technology used: Python, with: Peewee, tkinter, jsonpickle
- A tool to help people play the tabletop game Cyberpunk 2020.
- Includes: a full UI; database of all items, weapons, etc.; users can create and store player and non-player characters and items; the program can easily calculate and apply damage to characters

Chess – *Group Project*

Spring 2021

- Technology used: C++, with: nlohmann::json, SQLite ORM, cpp-httplib
- Frontend for chess program: uses HTTP to take in/process user input, display chess board, and store/retrieve info on past games

CyberBot2020 – *Personal Project*

Summer 2021

- Technology used: Python, with: discord.py, sqlite3
- Discord chatbot that stores Cyberpunk 2020 / Cyberpunk Red characters in an online database; automatically calculates character stats; posts character info in a formatted message; users can remove their own characters

Halloween Shooter – *Personal Project*

Summer 2021

- Technology used: Python, with: Pygame
- User plays as a character with 3 lives who must avoid being hit by enemies to survive and kill them by shooting bullets

SKILLS

Computer Languages: C++, Python, Java, Kotlin, HTML, CSS

Tools/Frameworks: Libraries mentioned, React, CMake, UNIX CLI development, Android, GUI, SQL, Microsoft Office + Microsoft Excel, Agile Development