

Musa Haydar

Ann Arbor, MI | musah@umich.edu | musah.net

EDUCATION

University of Michigan

M.S. in Computer Science

Ann Arbor, MI

2022 - 2023

University of Michigan

B.S. in Computer Science, Minor in Music

Ann Arbor, MI

2019 - 2022

- **GPA: 3.93**, James B. Angell Scholar (Mar. 2021), EECS Scholar (Apr. 2021, Apr. 2022)
- **Coursework:** Operating Systems, Distributed Systems, Computer Networks, Web Systems

EXPERIENCE

Capital One

Software Engineer Intern

June 2022 – August 2022

Plano, TX

- Designed and implemented an AWS Lambda to validate data between databases (Python)
- Implemented notifications of validation results and application status
- Automated the failure detection of a loan data consumer application

University of Michigan, Kasikci Lab

Research Assistant

May 2021 – Present

Ann Arbor, MI

- Integrated a fuzzing tool into a persistent memory crash-consistency bug finder
- Extended persistent memory databases and data structures, integrated into build system (C, C++)
- Attended weekly lab meetings and perused relevant literature

PROJECTS

False Alarm | Unity, C# | Hackathon

2021

- Created a fast-paced puzzle game on a team of 9 for a 48-hour game dev. hackathon; awarded 1st place
- Collaborated on design, implementation, and incorporation of gameplay systems and mechanics

Contactless | React Native | Coursework

2021

- Created a React Native application to share contact info. using QR Codes; published on Google Play Store

Lunar Respite | Unity, C# | Hackathon

2020

- Created a 2D space-themed survival game during a week-long game development hackathon
- Implemented systems including user interface for player inventory and persistent state between levels
- Created all assets including digital artwork, sound effects, and music; awarded 1st place

LEADERSHIP

WolverineSoft | Game Development Student Organization

2021 - present

President (2022), Officer (2021)

- Organized and hosted events including "game jam" hackathons, workshops, and weekly discussions
- Presented on various topics in game design and development
- Coordinated and led weekly board meetings, created avenues for interested members to join leadership

Muslim Engineering Society

2021 - 2022

Social Chair

- Coordinated social events and collaborated with various student organizations for social and networking events

TECHNICAL SKILLS

Languages: C, C++, Python, C#, Go, Java, JavaScript, PHP, SQL, HTML/CSS

Frameworks: Unity, Flask, React, React Native

Tools: Bash, Git, Shell Scripting/CLI (Windows, Linux), gdb, CMake