Musa Haydar

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EDUCATION

University of Michigan — Ann Arbor, MI
M.S. in Computer Science — *2022 - 2023*
- **Coursework**: Compilers, Programming Languages

University of Michigan — Ann Arbor, MI
B.S. in Computer Science, Minor in Music — *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

University of Michigan — September 2022 - Present
Graduate Student Instructor — *Ann Arbor, MI*
- EECS 370: Introduction to Computer Organization

Capital One — June 2022 - August 2022
Software Engineer Intern — *Plano, TX*
- Designed and implemented an AWS Lambda to validate data between databases (Python)
- Implemented failure detection of a loan data consumer application with automated email notifications

University of Michigan, Kasikci Lab — May 2021 - Present
Research Assistant — *Ann Arbor, MI*
- Participated in research on crash-consistency bugs in persistent memory systems
- Extended persistent memory databases and data structures, integrated into build system (C, C++)

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, hackathons, and workshops, presented on 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 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

Last Updated: Aug, 2022