Mustafa Hasan

COMPUTER SCIENCE STUDENT

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Summary of Qualifications

- Computer Science undergraduate with experience in a wide array of IT tools such RISC-V, Python, Java, and Android Studio as built through undertaking various projects
- Exceptional oral/written communication and team-building skills through professional work as a result of implementing feedback from supervisors with analytical skills built from engaging in projects
- Experience in both learning and following SOLID design principles, design patterns, and SCRUM
- Excellent leadership and creativity skills developed through leading

Technical Competencies

- Programming Languages Python, Java, RISC-V Assembly, HTML, CSS, Javascript, SQL
- Git, GitHub, Jira, Firebase (NoSQL) database
- Microsoft Office: Word, Excel (Pivot Tables, Gantt Chart, Data Manipulation), PowerPoint, Access

Education

Toronto Metropolitan University   **September 2022 - May 2025**

Bachelor of Science in Computer Science

University of Toronto   **September 2020 - August 2022**

Bachelor of Science – Minor in Computer Science and Statistics CGPA: **3.40/4.00**

Professional Experience

Islamic Society of Markham   **June 2021 - August 2021**

- Assistant administrator for office staff where I often dealt with office inquires and customer relations, which established strong problem-solving and communication skills. Helped enhance website resulting in a decrease in customer confusion and an increase in customer satisfaction.

Best Brains Learning Center   **June 2022 - Present**

- Tutored kids aged 3-14 in Python and Scratch while working independently and using excellent communication skills to describe and solidify programming fundamentals in young minds. Always portrayed a growth-oriented and optimistic mindset when discussing child's progress with parents.

IDEA Lab Kids   **June 2022 - Present**

- Taught kids how to create games and mods in languages such as Java and Scratch, create graphical designs, and develop games using Unreal Engine. Utilized and enhanced my leadership and multitasking skills, while also taking advantage of my enthusiasm for learning new technologies.

Projects

SIMON Game (RISC-V)

An interactive multiplayer game where light patterns need to be mimicked to win games.

- Used the assembly language instruction set architecture RISC-V to implement

Sports Scheduler App (Java/ Android Studio)

An android application that allows customers to schedule sports events online

- Utilized different aspects of Android Studio
- Used the Scrum framework to work with a team; my role was the Scrum master

(De)Compressor (Python)

A program that allows users to compress or decompress any file

- Utilized the Huffman Tree algorithm and recursion to compress and decompress files efficiently

Phone Plans Dataset (Python/ PyGame)

A simple representation of datasets using PyGame and object oriented programming

- Developed a dataset with users using Pygame and created a filtering system where specific users and phone calls can be filtered out for the purpose of understanding how business plans can be optimized