

# 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 as version control, 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
- Relevant Coursework:
  - Software Design, Data Structures, Theory of Computation, Computer Organization, Introduction to Computer Science, Discrete Math, Differential and Integral Calculus

## Technical Competencies

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

## Education

### Toronto Metropolitan University

September 2022 - August 2024

Bachelor of Science in Computer Science

### University of Toronto

September 2020 - August 2022

Bachelor of Science – Minor in Computer Science and Statistics

CGPA: 3.36/4.00

## Professional Experience

### GAO Tek

September 2022 - December 2022

- Interned as a software developer running tests and inspecting software for vulnerabilities and errors. Worked as a part of a large, scrum team utilizing collaboration skills and developing strong time-management skills to meet deadlines and submit reports.

### 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 Assembly Language)

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 and object-oriented programming in Java
- Used the Scrum framework to work with a team; acted as the Scrum master

### Image (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
- Tested and debugged algorithm using hypothesis testing

### Portfolio Website (React.js, CSS, HTML)

An online portrayal of me.

- Built a website from scratch using the React library in Javascript as well as HTML/CSS