Nazmus Saqeeb

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SKILLS

Languages: HTML, CSS, C, JavaScript, Python, C#, Java, Bash, Scheme/Racket, Haskell

Technologies: Unity, Linux, Bash programming, Valgrind, Eclipse, VS Code, SVN, MongoDB (in progress), Git, Junit, MS Suite, Node.js (in progress), Express.js (in progress), React.js (in progress), SQL (in progress)

Concepts: Scrum and Agile, Object Oriented Programming, Data Structures, Pipes and Filters, Complexity Analysis, Recursion, Unit Testing, System Calls, Signals, Processes, Basic Network Programming, Object Oriented Design Patterns, Automated Integration Tools

EDUCATION

Candidate, Honours Bachelor of Science, (Coop) *Sep 2019 - present*
University of Toronto Scarborough, Toronto, ON
Computer Science Program, 3rd year
Cumulative GPA of 3.64/4
Awards: University of Toronto Entrance Scholarship, 2019-2020 Dean's List
Courses: Software Design, Theory of Computation, Numerical Algorithms for Computational Mathematics, Linear Algebra, Discrete Math, Calculus, Software Tools and Systems Programming, Probability, Computer Organization, Design and Analysis of Data Structures, Human-Computer Interaction, Principles of Programming Languages

PROJECTS

Personal Website
https://namoosir.github.io *February 2021*
- *Designed and built a personal website from scratch using HTML, CSS, and JavaScript.*
- *Used basic JavaScript to create interactivity and responsiveness.*
- *Fully developed the website, including planning, learning, prototyping, and building within a week.*

JShell *December 2020*
Software Design, University of Toronto Scarborough, Toronto, ON
- *Collaborated in a group of four to create a limited functionality highly scalable shell program using Java.*
- *Used agile development to quickly expand on the project by adding functionality like local file management and make necessary changes as requested by the client (professor), such as downloading files from the internet.*
- *Communicated with the group to resolve problems such as choosing the best design to ensure scalability as well as conflicts in code related to version control.*

Announcement Board Server *August 2020*
Software Tools and Systems Programming, University of Toronto Scarborough, Toronto, ON
- *Implemented a server in shell using C, with system calls such as bind, and listen; worked with sockets.*
- *The server can accept messages from the client and display it until another message is sent.*
- *Used socket multiplexing to ensure efficiency in client-server communication.*

Floppy Fish *May 2019 – Jun 2019*
Computer Science, SATEC @ W.A. Porter C.I., ON
- *Collaborated to create a game modelled after Flappy Bird and Jetpack Joyride.*
- *Solved problems in C# that came up throughout the game creation process and eliminated bugs that came afterwards.*
- *Learned about game creation on the go, about how to use Unity, as well as C# usage and created a fully functioning game in under a month.*

EXPERIENCE

Course: Software Design *Sept 2020 – Dec 2020*
University of Toronto, Scarborough, Toronto, ON
- *Implemented search, add, remove, in data structures, such as trees and graphs, to store and manipulate information in Java.*
- *Created modular and scalable code using the foundation of object-oriented programming, i.e. polymorphism, inheritance.*
- *Designed programs using good design principles with the usage of agile programming as the main model as well as CRC cards as tools.*
- *Communicated with group members about next steps as well as discussed about the best possible design for different projects.*