Nida Abbas Bandukwala

Computer Science Student

An enthusiastic computer science student with a strong foundation in data structures, algorithms and proficient in object-oriented programming. I am looking to enhance my skills in a collaborative work environment.

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EDUCATION

Bachelor of Applied Science - Honours Computer Science

McMaster University

09/2019 - Present *Hamilton, ON, Canada*

Core Courses

- Engineering Mathematics
- Principles of Programming
- Computer Architecture
- Discrete Mathematics with Applications
- Computer Science Practice and Experience: Software Development Skills

WORK EXPERIENCE

Teacher

The Citizens Foundation

07/2018 *Karachi,Pakistan*

The Citizens Foundation is a non-profit organisation which focuses on providing education to children in rural areas and urban slums of Pakistan.

Achievements/Tasks

- Worked closely with a group of teachers to develop daily curriculums and interactive group activities.
- Managed classrooms of 20+ students from grades 1 - 4.
- Held group discussions with other teachers to analyse students' academic strengths and weaknesses.

TECHNICAL SKILLS

Programming languages

Python, Java, Haskell, C#, Bash, JavaScript, HTML, CSS.

Frameworks

Unity, Flask, Django.

Other

LaTeX, GitHub, Linux, IntelliJ, Visual Studio, Git, Pytest, Microsoft Office Suite, GitLab, Bitbucket

SOFT SKILLS

Communication Skills | Teamwork | Conflict Resolution | Leadership | Time management

CO-CURRICULAR ACTIVITIES

Model United Nations IBA (01/2017 - 01/2017)

Participated in a weekend-long MUN conference held at the Institute of Business Administration in Karachi,Pakistan.

RELEVANT PROGRAMMING EXPERIENCE

Developed a program using python's built-in smtplib library to send personalized emails.

- Used: Python

Developed a program using python's pre-defined hash algorithms allowing users to check if their password has been hacked.

- Used: Python

Wrote a single piece of code that allows users to locally merge PDF files.

- Used: Python

Created a practical higher-order function that calculates the value of a definite integral using the trapezoidal rule.

- Used: Haskell

Developed a derivative calculator that can also perform minor simplifications on functions.

- Used: Haskell

Developed a module that implements standard operations over Gaussian integers.

- Used: Haskell

Game Development

- Used the Unity game engine to design game scenes and develop two-dimensional games.
- Developed and tested the program code using C#.

Personal website

- Developed a personalized resume website and hosted it on Flask (locally) and on GitHub (globally).
- Used: Python, Flask, GitHub, JavaScript, CSS, HTML.

HONOR AWARDS

Deans' Honour List (09/2019 - 04/2020)

McMaster University

CERTIFICATES

Udemy - Complete C# Unity Game Developer 2D (05/2020 - Present)

Udemy - Complete Python Developer in 2020: Zero to Mastery (12/2019 - 05/2020)

Cogmation Robotics and iKNOWvation Lab - Virtual Robotics workshop (10/2017 - 11/2017)

This workshop allows students to learn how to design robots and work with them in a simulated computer environment.

INTERESTS

Landscape, Portrait, and Architecture Photography