Tashfia Hussain Oyshi

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<u>GitHub: github.com/oyshi-hussain</u> Game website: https://oyshi.itch.io

<u>LinkedIn: linkedin.com/in/tashfiahussainoyshi/</u> <u>Website: tashfiahussainoyshi.squarespace.com</u>

CAREER OBJECTIVES

Motivated recent Computer Science graduate from York University with a strong passion for software development, technical analysis, and problem-solving. I am seeking a developer or IT role within a dynamic organization that values collaboration and fosters growth. Additionally, my enthusiasm for traveling has honed my ability to embrace new experiences and adapt quickly to diverse environments.

TECHNICAL SKILLS

Programming Languages: SQL, Java, C, C#, HTML, CSS and Java Script, Python, RISC-V, UNIX, Verilog, Shell Scripting, React.

Frameworks/Designing tools: Unity, Eclipse, Atom, Android Studio, MySQL workbench, Linux, Tabletop Simulator, Bitsy, Figma, Adobe IT Infrastructure: Active Directory, Office 365, Citrix, SharePoint, Microsoft Azure, ServiceHub, Great plains, Kubra, Cogsdale.

Other: Microsoft Office 365 (Excel, Word, PowerPoint, Pivot Tables, VLOOKUP, Outlook, SharePoint, Teams), Customer Support.

WORK EXPERIENCE

Service Desk Analyst - Liberty Utilities Canada Corp. (Co-op)

Sep 2023 - Jan 2024 | May 2024 - Aug 2024

- Resolved 100+ ServiceHub tickets daily, optimizing response time and reducing backlog.
- Diagnosed and fixed network share, security group (Citrix, Kubra), and mailbox access issues, ensuring seamless user access.
- Configured Active Directory, Microsoft Exchange, and Azure permissions, enhancing security compliance.
- Fostered a collaborative culture by actively engaging with the IT infrastructure team through cross-functional discussions, leading to the successful resolution of complex challenges and improved team coordination.
- Designed and launched an internal SharePoint website using HTML/CSS, improving document management.
- Automated group management and user assignments in Microsoft Exchange Azure via PowerShell scripts, reducing manual workload.
- Led the co-op social committee and engaged in Reverse Mentorship, refining leadership and team management skills.
- Created user access documentation, streamlining onboarding and reducing troubleshooting time.
- Consistently recognized for delivering high-quality IT support and improving user satisfaction.

Bookstore Distribution & Customer Service Assistant – York University Bookstore Aug 2021 – Aug 2023 | Jan 2024 – April 2024

- Delivered exceptional customer service daily, managed inventory and organized store merchandise, and processed transactions efficiently as a cashier.
- Collaborated with fellow cashiers during peak hours to ensure smooth operations and order fulfilment.

K2I Program Mentor – Lassonde School of Engineering (Co-op)

May 2021 - Aug 2021

- Assisted in planning and delivering STEM programs for K-12 students, collaborating with faculty to create engaging physics projects and activities aligned with the Ontario curriculum and UN Sustainable Development Goals.
- Mentored students, provided homework support, and mentored participants in the BEST Program to foster entrepreneurial growth.
- Developed projects for students using Arduino and Micro:bit.

PROJECTS

Android Studio | Java: The BMI App, The Mortgage App, The KryptoNote App, The Caps App.

Eclipse | Java:

• SmartShoppers System: SmartShoppers system is an app that allows customers to find products in the physical retail stores with greater precision.

Unity | C#: (Game website: https://oyshi.itch.io)

• Endless Runner (2D Game) • The Dark City (3D Game) • Eco House (2D Isometric Game)

YorkU Mental Health App | Figma:

Summer 2023

• Designed and prototyped a mental health application utilizing user-centered design principles, persuasive technology strategies, and cognitive behavior therapy techniques.

E-commerce Website | React.js, Sprint Boot, MySQL:

Fall 2024

• Built an e-commerce website for a clothing store using React for the frontend, Spring Boot for the backend, MySQL for data storage, and RESTful APIs for seamless communication.

Egg-Timer | HTML, CSS, JavaScript, Electron.js, Node.js, Figma, Procreate:

Feb 2024

• Built an Egg Timer app using Procreate for sketching assets, Figma for designing frames, and HTML, CSS, and JavaScript for development. Integrated Electron.js and Node.js to make it a desktop application.

EDUCATION

York University | Lassonde School of Engineering