

# Rehman (Ray) Arshad

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## EDUCATION

**The City College of New York (CCNY), City University of New York (CUNY)**

New York, NY

BS in Computer Science | Overall GPA: 3.244/4.00

Expected May 2021

### **Relevant coursework:**

Discrete Math, [Data Structures](#), Probability and Statistics for Computer Science, Algorithms, Software Design Lab, [Programming Languages](#), Databases, Numerical Issues in Scientific Programming, Theoretical Computer Science, Operating Systems, Computer Graphics, Web Security, Software Engineering

## SKILLS

**Programming:** C/C++, C#, Python, Java, HTML, CSS, OpenGL, Qt, JavaScript, React, Node, Express, SQL, MongoDB, R

**Technologies:** Git/GitHub, Slack, Trello, BURP, Eclipse, Xcode, CLion, IntelliJ Idea, VSCode, Bash terminal, Docker, Vim, Sublime Text, Atom, Virtual Box, Unity, Blender, Microsoft Office

**Operating Systems:** Windows 7/10, Mac OS X, Linux (Arch, Ubuntu, Kali), iOS, Android

**Spoken Languages:** Urdu (Native), Punjabi (Conversational)

**Certifications:** Codecademy's HTML5, CSS3, Responsive Design, and Introduction to JavaScript

## RELEVANT EXPERIENCE

### **CUNY Tech Prep**

New York, NY

Software Developer Student

Jun 2019 – Present

- Selected for a full stack JavaScript training program, as one of 125 students out of 400+ applicants
- Learn in-demand technologies like React, Node + Express, and PostgreSQL as well as industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack, test driven development, and CI/CD

## SELECTED PROJECTS

### **JavaFX Projects:**

Mar 2019 - Present

- Created a GUI contacts application, that takes a user's first name, last name, email address, phone number, and saves the information into a text file.
- Implemented classes that overloaded inherited methods from parent classes.
- Utilized JDK 11 and the JavaFX library, while also applying styling using CSS, and modern design principles.

### **C++ Particle Fire Explosion:**

Aug 2018 – Nov 2018

- Created a GUI particle explosion program in C++, using the SDL2 library.
- Learned how to deal with manual memory management in C++

### **C# Unity Video Game:**

Jun 2019 – Present

- Created an immersive video game in the Unity Game engine.
- Implemented C# scripts linked to trigger events that would play ambient music, open doors, pick up objects, fire ammunition, play muzzle flash animations, play audio clips, and trigger enemy AI.
- Utilized the built in engine tools for animation, audio, lighting, textures, and particle systems, etc.

### **Expiro, HackNY:**

Sept 2019 -- Oct 2019

- Worked collaboratively in a team of 3, utilizing MERN stack, and git, learned how to resolve merge-conflicts.
- Implemented the Responsive front-end in React, and worked closely with the Back-End Team.
- Presented the idea in front of sponsors like Twilio, UIPath, and MLH judges.

### **DeathMD:**

Nov 2019 -- Dec 2019

- Implemented the front-end in React, and collaborated in a team.
- Engineered a web and mobile app that predicts a patient's medical condition using Machine Learning.
- Ported the Heroku deployed web app to Android, and iOS.

## ASSOCIATIONS & INTERESTS

**Association for Computing and Machinery (ACM),** Sep 2016 – Present

**Interests:** Anime, Manga, EDM Music, Video Game Development and Motion Capture, Hackathons, Computers Hardware, Linux tools, Graphics Rendering.