

Rashad Haque

4A Computer Science

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rhaque.ca

Summary of Qualifications

- Excellent written communication skills developed through writing comprehensive reports for courses
- Ability to work effectively with minimal supervision and while under pressure
- Excellent multitasking with keen attention to details and deadlines
- Understanding of essential programming concepts such as design patterns and data structures, developed through computer science courses
- Ability to work well with others in a group environment

Computer Proficiency

- Proficient with programming languages: Java, Python, C, C++, HTML5, CSS
- Experience with version control systems: SVN, Git
- Comfortable with Windows and UNIX based operating systems

Work Experience

- **Software Developer**, Bank of America Merrill Lynch (September 2016 – December 2016, September 2017 – December 2017)
 - Wrote SQL queries to extract information from various databases
 - Developed scripts that automated report building processes using SQL queries and Java applications
 - Developed scripts for logging and monitoring client logins and other actions
- **Test Developer**, Oracle Eloqua (January 2016 – April 2016)
 - Performed cross-browser regression testing using a combination of manual and automated tests
 - Worked with developers to reproduce and resolve reported bugs
 - Created, maintained, and executed test cases for new and existing product features
- **Web Analyst**, Intrafinity Inc. (May 2015 – August 2015)
 - Coordinated and performed migration of content from clients' existing sites to the company's platform
 - Developed a program in Python with a coworker which fully automated the content migration process using Selenium WebDriver

Personal Projects

- **Forecast**, Android application
 - Developed an Android application with Android Studio which shows the weather with a clean and minimalist interface
 - Accessed Open Weather Map's API and parsed through JSON objects to collect relevant information
- **Square Swapper 5000**, C++ program
 - Designed and implemented a functional game in C++ with a partner, controlled through the UNIX command line with a graphical interface
 - Utilized the factory design pattern to develop different levels with varying difficulty and applied dynamic dispatch to create different types of squares

Educational Experience

- **Candidate for Bachelor of Computer Science**, Honours Computer Science, University of Waterloo, Waterloo, Ontario, September 2013 – present
- **Ontario Secondary School Diploma**, Victoria Park Collegiate Institute, Toronto, Ontario, June 2013

Activities and Interests

- Fluent in English, French, and Bengali
- Enjoy video gaming, photography, and travelling