Sahail Jaffary

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Education: Stony Brook University, Stony Brook, NY 2018 - Present

GPA: 3.95 Will be Achieving Bachelors of Science in Computer Science and Bachelors of

Science in Applied Mathematics and Statistics by the year 2022.

Skills & Abilities:

 Programming Languages: Proficient in programming languages: Java, Swift, MIPS, OCaml, HTML and CSS.

• Languages: Fluent in English and Farsi. Conversational Chinese.

• **Communications:** Microsoft Word Certified, proficient in MS Office.

• **Misc**: Adobe Photoshop

Achievements:

- LIBTA Web Design Winner
- Town of Islip Award in Mathematics
- Stony Brook Presidential Award and Scholarship
- Rensselaer Gold Medal Award and Scholarship

Projects:

Wing: iOS Application:

- Wing is an invitation app that allows you to instantly invite friends for the purpose
 of making really quick impromptu events and hangouts. The app was made using
 Swift in XCode with Firebase Database as its backend database.
- I worked with Firebase to store and retrieve every user and their events. I was in charge of most of the functionality like being able to add/delete friends, invite/uninvite friends, create/delete events, fetch friends and events.
- I also implemented Apple Maps into the application to provide a way for the user to easily choose a location.
- When handling invites, users can send in-app invites or links to people without the app that will dynamically deep link into the app to the specific event.

Polygons TP: Game Development with Unity:

- A game I made using C# with the Unity Engine. Uploaded on Google Play Store.
- Users must navigate a ball without touching various moving shapes.
- I acted as the leader in this project delegating work to the others in the group while also taking on much of the development.
- All the designs in-game were made by me as well using Photoshop and the majority of the levels. I implemented an in-game currency and in-game shop.
- I created all the menus which includes the start, levels, and pause menus and all their functionalities.