Shaf Nasir

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EDUCATION

UNIVERSITY OF TORONTO, Mississauga, ON, Canada
Bachelor of Science in Computer Science (Honours), Expected 2019

Coursework: Algorithm Design and Analysis, Operating Systems, Introduction to Databases, Data Structures and Analysis, Software Tools and Systems Programming, Software Design

SKILLS

Languages: Java, Python, C, JavaScript, HTML, CSS, XML, Racket, LaTex
Software/Tools: Eclipse, PyCharm, Vim, Android Studio, Git, Flask, VMware, ShareLaTex
Other: Strong problem solving, teamwork and communication skills

PROJECTS

FILE SYNCH, March 2017
- Developed a C terminal program that copies a file to a destination directory
- Program uses multiple processes in parallel to copy directories

PAINT PROGRAM, November 2016
- Built a program in Java that lets users draw shapes with different colours and sizes
- Contains many additional features such as cut, copy, paste, save and load

RIDESHARING SIMULATION, February 2016
- Developed a program in Python that simulates different ridesharing scenarios
- Program calculates statistics based on location, driver speed and rider patience

CALENDAR DATABASE, October 2015
- Built a program in Python that lets users import and edit a calendar database
- Program allows users to add or remove events and display them sorted by date

STOMP IT, June 2014
- Created a side-scrolling game in Python where the player jumps over obstacles and collect coins

EXTRACURRICULAR ACTIVITIES

UTM MCSS
- Member of UofT Mississauga's Mathematical and Computational Sciences Society

UOFTHACKS IV
- Accepted to University of Toronto's annual 36-hour hackathon (January 2017)
- Built a top-down 2-D shooting game in Java with Swing GUI in a team of three

ONLINE COURSES
- Front End Development (freeCodeCamp), Android Development (Udacity), Codecademy