

Shameer Shahab

shameershahab@gmail.com
github.com/shameer99
linkedin.com/in/shameershahab

Education

B.S. Computer Science
University of Maryland, College Park, MD

Aug 2017 - Dec 2020

College Park Scholars Program
Media, Self and Society Program
Upper Level Concentration in Economics

GPA: 3.7 / 4.0

Skills

- | **Programming Languages:** Java, Ruby, C, C#, Swift, Python, OCaml, HTML/CSS/JavaScript
- | **Areas:** Computer Networking, Security, Administration, Socket Programming
- | **Technologies:** Git, Windows, Mac OS, UNIX, Android, iOS, Unity

Relevant Coursework

Object Oriented Programming I-II, Computer Systems, Cryptography, Mobile XR, Organization of Programming Langs., Tour of Programming Langs., Computer Vision, Linear Algebra, MATLAB, Algorithms, Computer Networks, iOS, Advanced Data Structures, Human-Computer Interaction.

Work Experience

CompuTercations Inc.
Frederick, MD

June 2016-Present

Infrastructure Engineer Jan 2020-Present

- | Wrote scripts to automate work tasks. e.g. I reducing the time required for workstation setups by over 80%.
- | Responsible for configuring and maintaining 10 ESXi hosts with over 45 VMs across two datacenters.
- | Lead and worked on teams requiring exceptional communication, delegation and collaboration for projects.
- | Worked extensively with managing Active Directory, Remote Desktop, DNS, DHCP servers.

Junior Network Engineer Feb 2018 - Jan 2020

Network Engineer Intern Dec 2017 – Feb 2018

- | Implemented encrypted VPN connections, network traffic policies, and security through UTM devices.
- | Provisioned, installed, restructured, and maintained network firewalls and switches by designing configurations involving VLANs, site-to-site VPNs, NAT, subnets, routing and SD-WAN.

Support/Shop Technician August 2016 – August 2017

Technical Intern June 2016- August 2016

- | Provided comprehensive phone and in-person support and training to end users of managed customers using various software across Windows, Mac, Android, and iOS operating systems.
- | Upgraded and/or repaired devices exhibiting a wide range of issues.

Projects

Cup Pong AR: A mobile augmented reality beer pong game.

- | Using AR Foundation Framework, Game logic written in C#.

Networking Projects:

- | Experienced with socket programming in both Python and C.
- | Have written both TCP and UDP server/client implementations for various networking programs.

Online Test System: System for registering test takers, creating, answering and grading exam questions.

- | Backend written in Java.