

SAMAD KARIM VIRANI

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EDUCATION

University of Houston, Cum GPA: 3.308, Maj GPA: 3.359

Dec, 2018

- Bachelor of Science in Computer Science
 - Minor in Mathematics
 - Dean's List (Spring 2017)
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SKILLS

Practices

- Agile Development, Scrum, Test Driven Development, Object Oriented Programming, Functional Programming

Languages and Platforms

- C++, Java, Python, JavaScript, jQuery, PHP, HTML, CSS, SQL Server, C, C#, Swift, ARM Assembly, Bash, Git/GitHub, Subversion, Linux

Development Software

- Ranorex, SoapUI, Fiddler, Visual Studio, Visual Studio Code, SQL Server Management Studio, PyCharm, Unity, Eclipse, JCreator, IntelliJ IDEA, Keil uVision (ARM Simulator), Atom, R Studio
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WORK EXPERIENCE

Quality Assurance in Automation Internship, HCSS

May, 2018 - Present

- Automate test cases for HeavyBid, HeavyJob, and more of the products that HCSS provides
- Develop and maintain the HCSS Quality Assurance Automation site
- Perform full stack development of HCSS internal product Releases site
- Automate database calls for HeavyJob using Fiddler, SoapUI, and Ranorex

Teaching Assistant, University of Houston

Sep, 2017 - May 2018

- Assisted with COSC 1306: Computer Science and Programming
 - Evaluated student's performance of the contents learned
 - Advised students of the material that they have learn in class
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ORGANIZATIONS

CodeRED Hackathon, Sales Team Director

Fall 2018

- Reaching out to local companies to gauge interest and secure funding

CodeRED Hackathon, Logistics Team Member

Fall 2017

- Coordinated volunteers and mentors to foster a creative environment for the students involved

Computer Science Mentor, University of Houston

Summer 2017

- Peer to Peer tutoring for COSC 1410: Introduction to Programming
 - Assisted a small group of students in teaching and reinforcing programming concepts
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PROJECTS

Mastermind Game | Python

Spring 2018

- A game where the user guesses the colors the program has chosen
- Test Driven Development used heavily throughout the development of the game
- Uses PyQt5, unittest

Epoch | Unity

Fall 2017

- A 2D side scroller platformer video game developed in the Unity engine
- Implemented game mechanics, characters, and level design
- Uses C# scripts, Unity game engine

Lockscreen Script for i3wm | Bash

Fall 2017

- A script that takes a screenshot, adds a Gaussian blur, overlays a lock icon, and locks the desktop
- Uses scrot, imagemagick, and i3lock