SAMAD KARIM VIRANI

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EDUCATION

University of Houston   **Dec, 2018**
- Bachelor of Science in Computer Science
- Minor in Mathematics
- Dean's List (Spring 2017)

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, 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