

Maeda Hanafi

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Bridgeport, CT 66366
(203)-444-9268

Education:

Master's in Business. Connecticut University. Spring 1996-Present, Expected Date of Graduation: Dec. 1998

Bachelor's of Philosophy. Central University. Sept. 1990– Fall 1991

- GPA 3.9/4.0
- Honors Convocation, Magna Cum Laude Award, Spring 1990
- National Society of Leadership and Success, Presidential Award, Spring 1990
- Honors Convocation, Academic Excellency Award in Philosophy, Spring 1990
- Dean's List, College of Arts and Sciences, Spring 1991, Fall 1990, Spring 1990, Fall 1991

Hanafi Homeschool, Highschool, West Haven, CT, Graduated 1980

Working Experience:

Teaching Assistant, Philosophy Dept, Central University, Bridgeport, CT. Spring 1991 to present

- Graded student homework and projects
- Analyzed and corrected students program assignments and final projects
- Assisted and tutored students
- Assisted Professor in research activities

Web Developer Internship, IBM Computing, Haven, CT. Summer 2010.

- Assisted in build an ecommerce project using asp.net
- Built a database (MS SQL server 2008)

Database Internship, Ghetto Workz, New Haven, CT. Summer 2009.

- Managed and updated the website (<http://www.ghettoworkz.net/>) (PHP and Joomla)
- Gathered the data to put into the database (MySQL)

Extra-Curricular Programming:

Artificial Intelligence, Handwritten Recognition using Neural Networks in Java, Fall 2011.

- Designed neural network for handwritten recognition capability
- Programmed Java GUI that allows user to draw a letter and train a neural network to recognize that letter.
- Implemented Back-propagation algorithm to train the neural network

Educational Android Apps, Android App Development in Java, Spring and Summer 2012.

- Published children's Arabic Alphabet app, Connected Arabic Words, for Android in Google Play
- Published Prophet Yusuf Story and Quiz app for Android in Google Play

Android Games, Game Development for Android in Java, Spring and Summer 2013.

- Developed and published Medieval Dodgeball and Ghost Busters to Google Play
- Integrated TapForTap, an advertising SDK, into apps
- Used AndEngine, an open source OpenGL 2D game engine

School Projects:

Alumni Website, Group project using PHP, WAMP, and MySQL, Spring 2011.

- Developed using SCRUM development process
- Wrote the security module

Individual Weblog Analysis Research Paper, MS Access database, Fall 2010.

- Collected weblog information into the database using MS Access.
- Analyzed the weblog to predict the customer behavior

Club Activities:

Computer Club, 2011 to 2012.

- Helped Computer Club reactivated into an active club.
- Participated in group Android game development.
- Assisted students in computer programming.

Volunteer Work:

Teaching Assistant, Arabic classes at Masjid Al Islam, 2009 to present.

- Familiarize students with reading Arabic
- Create worksheets for practice