


# YAMAN MALIK

## COMPUTER SCIENCE STUDENT

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### OBJECTIVE

Upper year Computer Science student with a passion for software and emerging technology. Excellent problem solver, and exceptionally quick learner. Aim to utilize extensive knowledge with current software technologies, to positively contribute to the growth of the team and the organization. Looking to join a team in an intern position and learn from experienced developers, seniors, and team members. Always seeking new learning opportunities, new problems to solve, and new skills to acquire.

### EDUCATION

Honours B.Sc. in Computer Science

Lassonde School of Engineering // York University

Toronto, Canada

Expected Graduation Year: 2021

### PROJECT EXPERIENCE

#### Personal Website

- Website displaying my resume and skills in an online format; implemented from scratch using *HTML*, *CSS*, and the *Bootstrap* framework. The site is live at: [yamanmalik.github.io](https://yamanmalik.github.io)

#### Stock Market API Script

- A simple script created with *Python* that calls a stock market API, utilizes the *Pandas* library, and returns the close price and the user's return rate on the inputted ticker symbol.

#### Matching Game

- *Python* program that generates a random deck of characters or reads a deck from a file, and tests the user's ability to match up pairs of characters

#### Banking ATM Simulator

- *Java* program that prompts the user for their name, preferred account type, etc. Provides an account number, allows user to perform functions such as deposits, withdrawals, check balance, etc. Simulates basic ATM functions.

All the projects can be found on my GitHub at: [github.com/yamanmalik](https://github.com/yamanmalik)

### SOFTWARE SKILLS

- ❖ Java
- ❖ C
- ❖ Python
- ❖ Git
- ❖ HTML / CSS / JavaScript
- ❖ Selenium
- ❖ SQL
- ❖ React
- ❖ Android Studio

### RELEVANT COURSES

- Python Programming
- Object-Oriented Programming (Java)
- Data Structures and Algorithms
- Introduction to Software Engineering (Software Development Life Cycle, Agile, Waterfall, UML, Android Studio)
- Introduction to Web Development (HTML, CSS, JS)
- C and Unix Shell Programming (C, Unix)