YAMAN MALIK

COMPUTER SCIENCE STUDENT

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OBJECTIVE

Determined, goal-oriented York University Computer Science student with a passion for software and emerging technology. 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 seniors and colleagues. Always seeking learning opportunities to learn new technologies, and further hone my existing skillset.

EDUCATION —

Honours BSc. in Computer Science

Lassonde School of Engineering // York University

Toronto, Canada

Expected Graduation Year: 2022

SOFTWARE SKILLS —

Java, Python, C, HTML, CSS, JavaScript, SQL, Git, Windows, UNIX, Excel

COURSEWORK —

❖ Python Programming

❖ Object-Oriented Programming

❖ Data Structures and Algorithms

❖ Intro. to Software Engineering

❖ Intro. to Web Development

❖ Database Systems

❖ Big Data Systems

PROJECT EXPERIENCE

C-Shell Interface
• C program developed on the Unix operating system; program mimics the operations of a bash shell. Various system calls such as fork(), execvp(), and pipe() were used. Also supports a history feature which repeats the previous command, command piping, and input/output redirection.

Personal Website
• Website designed from scratch using HTML and CSS. Also implemented elements from the BootStrap framework to streamline website design and increase cross-platform optimization. The site is live at: **yamanmalik.com**

Data Analytics using Python
• Python scripts that parsed large multi-gigabyte dataset files from Yelp, utilized CSV library to analyze the files as well as matplotlib to generate a data visualization (bar graph)

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**