Murtaza Hassan

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EDUCATION

***DePauw University,* Greencastle IN, USA**   August 2020 – May 2024
Bachelor of Arts (CGPA: 3.72/4.00)
Computer Science (Major GPA: 3.75/4.00)
Mathematics (Minor GPA: 4.00/4.00)

Awards and Activities: Management Fellow: Selective honors program integrating the study of management and entrepreneurship with the liberal arts, Business Manager at The DePauw, Member of Student Life Board at DePauw Student Government, Programming Intern for Campus Activities, Member of Data Science Club and ICSA (International Computer Science Association), Executive Vice President DPU Cricket Club and Dean's List for the academic year 2020-2021.

Relevant Coursework: Intro to Computer Science, Data Structures, Objected Oriented Software Development, Database and File Systems, Mobile Development, Computer Systems, Web Development, Writing in Computer Science, Calculus I, Discrete Computational Mathematics, Statistics for Economics and Management.

TECHNICAL SKILLS

Languages/Frameworks: Java, C++, HTML 5, CSC3, Javascript, VB.net, Assembly language
Development Tools, Applications, and Enviroments: Agile, REST APIs, Visual Studio Code, R Studio, Visual Studio, Blue J, PEP/9, GitHub
Operating System: Windows, macOS, iOS, Linux, Android

INTERNSHPIS AND ACTIVITIES

Software Developer Intern, A & H Signage Solutions   May 2019 – August 2019
- Learning at the basic level of vb.net (Visual Basic programming) and observing their system helped enhance my computer programming skills.

Graphics Intern, WISHKART   May 2020-August 2020
- A rising online shopping portal. Participated in the activity regarding development likewise animation, backgrounds, forms, light, color and, texture.

Coquillette Peer Consultant at Hubbard Center, DePauw University   May 2021-October 2021
- Acted as an informed resource for all students regarding matters related to career planning and experiential learning.

STEM Peer Tutor   January 2018-January 2020
- Dedicated one-on-one tutoring for O Level & A Level Mathematics for 5+ students. Performance in school exams improved by two letter grades on average.

PROJECTS

Contact Tracing Quick Response App (C++)
- Developed two apps with the common goal of helping people trace their recent contacts to manage and mitigate the spread of coronavirus.
- Developed the first program to capture contacts and movement using an exel file, the second program acted as a central repository for processing and reporting on the individual contact tracing reports.

Weather App
- Developed a Java application that runs on serverless AWS Lambda and uses API REST calls to extract hourly weather data.

Unistroke Character Recognition
- A Data Structures machine learning application that translates the array of points captured by the mouse events followed by scaling and normalizing to compare it with the standard set of patterns (the base set) to find the pattern that best matches the normalized set of points.

Text Based Adventure Game
- Developed a text based adventure game, using the principles of object oriented software development, that works similar to the following game called Zork.

Graphics Satellite Rescue Simulation Game
- A graphics game that uses participant's key strokes to regulate a spaceship game.