

Hassan Sufi

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Education:

Brown University, A.B. in Computer Science
Major GPA: 3.34, Overall GPA: 3.35

Providence, RI 2013-17

Skills:

Programming Languages:

Java, Ruby, and C (*Experienced*)
JavaScript, C++, Apex, CSS, HTML, jQuery, Bash,
Scala, Racket, OCaml (*Exposure*)

Tool/Frameworks:

Ruby on Rails, Salesforce Lightning Components, MySQL, Git,
Maven

Work Experience:

Head Teaching Assistant: 2D Game Engines, Brown University

Providence, RI 03/16 - Current

- In charge of handling the administrative duties of the course, including overseeing and managing a staff of 3 Undergraduate Teaching Assistants.
- Prepare for and give a lecture to a class of around 22 students once a week, teaching students how to make a 2D Game Engine from the ground up in Java.
- Hold Teaching Assistant hours once a week to answer student questions.

Software Engineer Intern, Square

San Francisco, CA 06/16 – 08/16

- Enhanced an internal (cloud-based) file-storage service to implement finer-grained file encryption policies per caller.
- Refactored an external-facing information-collection application (similar to Google Forms) to use the updated internal file-storage service for file attachments.
- Back-filled more than 1 million existing file attachments into the updated application, avoiding an expensive download/decrypt/encrypt/upload cycle per file.
- Collaborated with 3 other interns during an intern hack week to create an internal Square merchant finding application.
- Utilized Ruby on Rails to quickly prototype the application, as well as using Google Maps and Yelp Business search API.

Teaching Assistant: Intro to Computer Systems, Brown University

Providence, RI 09/15 – 12/15

- Evaluated a portion of the ~300 student assignments for functionality, code correctness, and style.
- Hosted weekly two-hour Teaching Assistant hours to answer student questions about assignments or course concepts.
- Administered weekly two-hour labs that covered narrower course topics.

Salesforce Development Intern, Zayo Group

Boulder, CO 06/14 – 08/15

- Built a case-management application using a component-based UI framework.
- Collaborated with three other interns in the design and implementation of the application.
- Used HTML, CSS3, and jQuery for the front end, and Apex along with a Salesforce database in the back.
- Developed an internal tool to delete Scheduled Jobs in 1/10th of the time.

Project Experience:

Terra:

Created a 2D survival game in Java using the game engine developed during the length of the course. The game took advantage of Collision Detection, Collision Response, Newtonian Physics, Particles, Persistence, Music, and Decision Trees to provide an engaging experience for the end user. (Three-person group: Java).

Speedster:

Developed an auto-styling note taking application with support for custom user-defined styles as well as auto flashcard creation. Users can test their knowledge by using the flash card review feature that also insured that the user wasn't always just presented their most difficult flash cards. (Four-person group: Java, JavaScript, HTML and CSS).

Relevant Coursework:

Computer Science/Math:

An Integrated Introduction, Computer Systems, Software Engineering, Discrete Structures and Probability, Models of Computation, Linear Algebra, Calculus 1 and 2, Topics in 2D Game Engines, Multiprocessor Synchronization (current), Computer Graphics (current), Topics in 3D Game Engines (planned), Modern Web Applications(planned)

Other Skills and Interests:

Interests: Taekwondo, Ultimate Frisbee, Dancing

Languages: Italian (Minimum Professional Proficiency)