






# Duha Hassan

Software Developer

012-345-7689   
www.duha.dev 

duha.h.153@gmail.com   
github.com/duha-h   
linkedin.com/in/duha-hassan 

## Education

**BSc (Honours), Major in Computer Science**

Ryerson University | Toronto, Canada

Jan. 2017 - Jun. 2020

CGPA: 4.12/4.33

## Technical Skills

### Languages

Python, Javascript, Typescript, HTML, (S)CSS, Java, C, C++, C# Rust, SQL, GraphQL, GLSL

### Frameworks & Libraries

OpenGL, WebGL, Angular, React, React Native, UnityEngine, Java Swing, JDBC, TensorFlow, Flask, Node.js

### Platforms & Tools

Linux, Windows, Git, AWS (Cognito, DynamoDB, AppSync), Firebase (Authentication, Cloud Firestore), MongoDB, Oracle Database

## Work Experience

### Computer Graphics Teaching Assistant

Ryerson University | Toronto, Canada

Sep. 2019 - Jan. 2020

- Graded **graphics programming** assignments, and assisted with any course requirements
- Regularly reviewed student programs (primarily in **C, C++, and Typescript**), to ensure proper use of graphics libraries (**OpenGL, WebGL**)
- Created shell-scripting tools for quickly and efficiently running submitted programs, and regularly performed debugging tasks to account for variations in origin dev-environments

### Freelance Graphic Designer

- Created **business card and logo designs** for small/social-media businesses
- Accumulated a strong skillset in **visual communication** for brand definition purposes

Jun. 2018 - Sep. 2018,  
Jun. 2016 - Dec. 2016

## Relevant Projects

### Traccio

Typescript | Angular | Firebase

 traccio.app

- Created a **job search-tracking serverless web application**, that allows users to organize their job search and monitor their progress
- Experimented with multiple **cloud services**, and developed a better understanding of **data-flow and state management** in larger-scaled software

### Interactive 3D Modeller

Javascript | HTML | CSS | WebGL | GLSL

 duha-h.github.io/3D-Modeller

- Built an interactive **web-based 3D modelling application**, meant to be a visualization tool for a simple 3D city block
- Developed a solid understanding of the **graphics rendering pipeline** and various graphics programming paradigms

### Text-Generating Neural Network

Python | TensorFlow (Keras)

 duha.dev/projects/text-gen-rnn

- Collaborated with a team to create a **Recurrent Neural Network for generating text**
- Took on the challenge of **designing and training multiple variations of network structures**, in order to arrive at a manageable network structure with adequate performance