Nafis **Molla**

COMPUTER ENGINEERING ·

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Skills

Languages   Core Java, C++, Python, HTML, CSS, Javascript,SQL
Technologies   Pygame, Libgdx, NodeJS, MongoDB, React, Mongoose, Express, Git/Github, Bootstrap,MySQL

Experience

Web Developer   *Waterloo, Ontario*
DIGITAL MAIN STREET   *Jan. 2021 - April. 2021*

- Showed excellent communication and **public speaking** skills by working synchronously with clients and other members of the team
- Created **e-commerce** websites for small businesses using various **CMS** platforms to design fast and efficient platforms for sale
- Used **UX/UI** techniques along with **HTML, CSS and JavaScript** to alter/tailor designs to satisfy the design need of the client
- redesigned websites to be **responsive** by implementing **CSS Flexbox** which increased visitation to some websites by **50%**

Coding Instructor   *Windsor, Ontario*
CODEREACH - CODEREACH.CA   *Oct. 2019 - May. 2020*

- Created lesson plans and instructed **over 100** elementary school students on programming principles in **Python**.
- Designed assignments and graphical representations in **Pygame**, increasing student retention and engagement.
- Demonstrated leadership and communication skills as core organizing member while showcasing program to parents and educators

Activities Executive   *Windsor, Ontario*
MASSEYHACKS - MASSEYHACK.CA   *Sept. 2019 - Apr. 2020*

- **Coordinated and executed** hacker activities for **Canada's largest high-school Hackathon.**
- Personally secured over **$2000** in event sponsorship by writing professional emails and documents to local corporations
- Worked closely with designers and software developers to create **JavaScript** application processing system and website

Academic Projects

Real-Time Messaging Application   *Windsor, Ontario*
JAVASCRIPT, REACT, EXPRESS, NODE.JS   *May 2021*

- Created an Messaging app with the **https requests** and **Socket.Io API** to make a real-time messaging app
- Used React **functional components, styled-components** and **hooks** to efficiently and design an appealing UI/UX
- Used various NPM libraries and **Heroku** to deploy the app

2D Platformer Game   *Windsor, Ontario*
JAVA   *Jun 2019*

- Showcased **Object Oriented Programming** principles by creating a libGDX platform game through Java
- Created functional components for boss fights, map generation, and enemy interaction
- Wrote **automation script** to parse JPG and PNG files for game sprites and graphics

Paint and Drawing Application   *Windsor, Ontario*
PYTHON   *Jan 2017*

- Recreated Microsoft Paint with a DragonBallZ theme using Python's **Pygame** extension
- Implemented **flood-fill algorithm** to create a paintbucket tool for users
- Designed **linked list storage system**, enabling polygon drawing brushes and undo/redo functionality

Education

University of Waterloo   *Waterloo, Ontario*
BACHELOR OF COMPUTER ENGINEERING   *Sept 2020 - Apr 2025 (Expected)*

- **Interests:** Basketball, Golfing, Fishing, Financial markets, Car Enthusiast, Hip Hop/Rap, Running, Rubik's cubing, Mountain Biking