# Haniyyah Hamid

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## Education

**University of Texas at Dallas** — Richardson, TX
*Bachelor of Science in Computer Science, GPA: 3.87, Magna Cum Laude* — *Aug. 2019 – May 2023*

## Technical Skills

**Languages**: Java, Python, C/C++, C#, SQL, JavaScript, HTML/CSS, R
**Frameworks/Libraries**: Flask, TensorFlow, Keras, Scikit-learn, pandas, NumPy, spaCy
**Tools**: GitHub, VS Code, Eclipse, Microsoft Office, PyCharm, Jupyter Notebook
**Operating Systems**: Windows, Linux, UNIX
**Spoken Languages**: English, Urdu

## Relevant Coursework

- Advanced Data Structures
- Database Systems
- Intro to Machine Learning
- Computer Graphics
- Operating Systems
- Computer Architecture

## Work Experience

**Legal Assistant** — Jun. 2019 – Apr. 2023
*Law Office of Domingo Garcia* — *Dallas, TX*

- Performed monthly audit report generation for 3000+ clients across multiple office locations, utilizing Microsoft Excel, Word, and PDF formats.
- Collaborated with various office departments, utilizing strong learning agility to quickly grasp the different positions, ensuring seamless coordination and contributing to efficient operations.
- Led customer care and implemented improved customer communication strategies, resulting in an increase in client satisfaction and facilitating smoother workflows for attorneys and their assistants.

## Projects

**UTD CS/SE Degree Plan and Audit Tool** | *Python, JSON* — Spring 2023

- Designed and implemented a robust PDF and text file parsing function using pdfplumber and regular expressions, enabling efficient extraction and storage of student data.
- Created a flexible and easily readable .json file format for the database, allowing seamless integration with other user inputs and enabling smooth updates to the dictionary-based database.
- Programmed a highly efficient function that seamlessly retrieves and modifies student object data from the application's built-in database, improving data integrity and accessibility.

**Comet Epacse Runner Game** | *Unity, C#* — Spring 2023

- Led a team of 3 developers in the successful creation and delivery of a Windows game using Unity and C#.
- Designed and crafted immersive game environments, optimized lighting effects, and implemented a responsive user interface utilizing Unity's UI system.
- Programmed, orchestrated, and debugged dynamic object movements and seamless scene transitions with C#, elevating the overall player experience.
- Received positive feedback from Professor on final game presentation, highlighting pride in team's creativity.

**Lovify Music Matchmaking App** | *Python, Flask, Spotipy, HTML, CSS* — Present

- Collaborating in a team of 6 to develop a music matching web application using Python and Flask, integrating the Spotify API and leveraging the Spotipy library.
- Implementing and fine-tuning for higher accuracy a K-Nearest Neighbors (KNN) machine learning model to determine song similarity based on user preferences.
- Creating an intuitive and user-friendly interface with HTML, CSS, and Flask templates, facilitating seamless exploration of music matches and engaging chat conversations.