

FAHAD HOSSAINI

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EDUCATION

HBSc Computer Science and Mathematics + PEY Co-op

University of Toronto, Mississauga, ON

Sep. 2022 - May 2027 (expected)

Relevant Courses:

Software Design, Formal Methods in Software Design, Algorithm Design & Analysis, Data Structures & Analysis, Introduction To Databases, Introduction To Machine Learning, Numerical Methods, Software Tools & Systems Programming, Probability & Statistics

WORK EXPERIENCE

Teaching Assistant

University of Toronto, Mississauga, ON

Sep. 2024 - Present

- Taught 100+ students in tutorials covering core concepts in theoretical computer science and mathematical proofs such as induction, runtime analysis and logic.
- Responsible for planning tutorials, marking assignments, holding office hours, invigilation and answering the online discussion board

Code Sensei

Code Ninjas, Mississauga, ON

Sep. 2021 - Aug 2024

- Taught 100+ students JavaScript through an in-house development program, C# through Unity Game Engine, Python, web development and robotics.
- Guided students to build their dream game such as an intense 2D roguelike in Unity.

TECHNICAL SKILLS

Languages: Python, C#, Java, HTML/CSS, JavaScript, SQL, C, Assembly (RISC-V32)

Softwares: Visual Studio Code, Unity Engine, cPanel, GitHub, Jupyter, Android Studio

Frameworks: Matplotlib, Pandas, NumPy, openCV, PyTorch, Tensorflow, JAX

PROJECTS

Wordle | Unity Game Engine, C#

- Recreated Wordle as an Android app with a title screen, statistics, music and app icon by leveraging Unity's tools.
- Adhered to SOLID principles by implementing many functions and classes in C#.

Anime Higher Or Lower | cPanel, HTML, CSS, JavaScript

- Used MAL's API to create a higher or lower game with ratings of anime using HTML, CSS and JS with simple and efficient UI.
- Created a serverless function with Express hosted on Vercel to handle API requests efficiently and hide OAuth token.
- Filtered searches to ensure only valid and SFW anime are displayed in-game.

UTM Adventure Game | Java, Git, JavaFX

- Led a team of 4 in adapting a text-based adventure game into a responsive university simulator with GUI elements, accessibility features, saving, and compelling gameplay.
- Organized code reviews and validated push requests via GitLab, created UML diagrams, implemented design patterns, and assigned sprints within a Scrum framework.