

# ASHAZI SHAKUR

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## OBJECTIVE

To gain experience that will allow to me grow to the point where I can develop scalable and dynamic software that is able to run in as many environments as possible.

## EXPERIENCE

### New York City School Construction Authority

IT/Telecom Intern Jan. 2018-Present

Install new images onto pc's, configure smartphones, document inventory, move/install equipment for users, interact with users on a daily basis to troubleshoot hardware/software.

### Freelance Projects

- 2016 Developed website in HTML, CSS, and JS for consulting firm
- 2017 Developed a mobile app and desktop app in Java to track employee time, location and assignment
- 2017 Developed video game software in Java for a user, that allows them revert damages to a world based on a copy of that world.

## Education

### New York Institute of Technology

B.S. in Computer Science Candidate 2020

Current GPA 3.18.

Relevant courses completed: Programming 1 & 2, Data Structures, calculus, ethics in computer science

### Hartford High School

High School Diploma June 2016

GPA 3.1

Coursework: Visual Basic, C++, Advanced Physics, statistics

## SKILLS

- Strong grasp of Object-Oriented Programming
- Problem Solving, and ability to work well/productively with others
- Attentive to the fine detail written in the code, to effectively fix errors, or improve functionality
- Able to learn new development techniques quickly
- Conduct detailed research before beginning a project
- Java, MySQL, MongoDB, HTML, CSS, JavaScript

## Honors & Awards

- 2016 President's Award for Academic Achievement
- High Honors senior year 2016
- Honors junior year 2015
- Varsity Tennis Award 2015

## ACTIVITIES

- Hackathon (Hack Cooper 2016)
- Google Games 2017
- Tennis
- Chess
- Application Program Interface research (I.E. Google APIs)

References will be provided upon request