

Atif Mohamed Niyaz

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Education	Purdue University - West Lafayette, IN <i>Bachelor's of Science in Computer Engineering</i> Charles W. Brown ECE Scholarship Recipient Dean's List & Semester Honors Recipient Coursework: Software for Embedded Systems, Compilers, Microprocessor Systems and Interfacing, Advanced C Programming, Data Structures	Dec 2019
Work Experience	Guidebook Inc - San Francisco Bay Area, CA <i>Software Engineering Intern - Android</i> <ul style="list-style-type: none">• Revamped Schedule component in order to improve performance and overall functionality• Reconstructed components in Kotlin which helped minimize code and improve readability• Documented technical specification for the design and function of major app components Gametime United - San Francisco Bay Area, CA <i>Software Engineering Intern - Android</i> <ul style="list-style-type: none">• Simplified Android app through minimizing third party libraries which improved performance• Rebuilt major app component by developing a library that boosted load time and render quality• Managed tasks efficiently by using an Agile development model enabling biweekly releases Purdue University - West Lafayette, IN <i>Teaching Assistant (TA)</i> <ul style="list-style-type: none">• Assisted in teaching two sophomore core classes, ECE 264 (Advanced C Programming) and ECE 270 (Digital System Design)• ECE 264 covered topics in C Programming but also within Image Processing, Multi-Threading, and Huffman Encoding• ECE 270 covered topics including the analysis of CMOS logic gates and analysis and design of combinational, sequential and computer logic circuits	May 2018 - Present May 2017 - Aug 2017 Aug 2017 - May 2018
Project Experience	Smart Dorm <i>Raspberry PI, STM32F0Discovery, Embedded C, Java, Android Studio, Eclipse, GDB</i> <ul style="list-style-type: none">• Designed a Raspberry PI based device that fetched weather, time, and current headlines which output data through a LCD screen and a speaker• Developed an Android app that sent alarms and notifications to Smart Dorm utilizing a Bluetooth and UART interface FRC Gameplan <i>Kotlin, Java, Android Development, Android Studio</i> <ul style="list-style-type: none">• Improved game strategy by creating an Android app that served as an electronic whiteboard• Innovated by working with users through beta testing in order to develop new app features• Shared with the FRC community by publishing to Google Play, attracting 1000+ downloads	Apr 2018 - May 2018 Feb 2014 - Present
Technical Skills	C, C++, Java, Kotlin, Python, Embedded C, ARM Assembly Arduino, Raspberry PI, OpenCV, Spice, Bluetooth, SPI, UART, I2C	
Activities	VP Brotherhood - Delta Mu Kappa (Entrepreneurship Fraternity) FIRST Robotics Competition - Programming Mentor Purdue Philharmonic Orchestra - Second Violin	Jan 2018 - Present Aug 2016 - Mar 2017 Aug 2016 - Dec 2016