

CONTACT

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SKILLS

- | | |
|--------------|-------------------|
| - Java | - Teamwork |
| - C | - Leadership |
| - Python | - Problem Solving |
| - HTML | - Communication |
| - JavaScript | - Creativity |
| - R | - Organisation |
| - XML | - Independent |
| - VHDL | - Patient |

EDUCATION

2022 – 2026: BA (mods) in Computer Science, Trinity College Dublin

2020 – 2022: Leaving Certificate, The Institute of Education

LICENSES & CERTIFICATES

- Introduction to Generative AI at Google
<https://www.coursera.org/account/accomplishments/certificate/945X6M9YF7XR>
- Introduction to Image Generation
<https://www.coursera.org/account/accomplishments/certificate/CNHRL5BEY2L2>
- Responsive Web Design
<https://www.freecodecamp.org/certification/fccb1116fff-d748-40e8-a8b1-bc65b1d19840/responsive-web-design>

Maaheen Ather

PROJECTS

PAC-MAN GAME USING WEBGL/WEBGPU

- Collaborated effectively with my peers to create a browser-based Pac-Man game
- Contributed to team discussion and task division, demonstrating strong teamwork and communication skills
- Learned and applied JavaScript and HTML for front-end development, focusing on GPU programming for efficient and smooth game rendering tasks

GUI-BASED DATA ANALYSIS OF AMERICAN FLIGHTS

- Developed an interactive GUI using Java for customised flight searches and detailed data analysis of American flights.
- Worked cooperatively with team members to design and implement user-friendly features, ensuring effective communication and task management.
- Applied Java to create an intuitive and responsive interface, for easy flight information access and data analysis.

32-BIT PROCESSOR

- Independently designed and implemented a 32-bit processor using VHDL.
- Utilised VHDL to create components and architecture of the processor, ensuring it was functional and efficient.
- Demonstrated strong technical proficiency in VHDL and the ability to manage complex projects independently.

ALIEN SPACESHIP GAME

- Developed an alien spaceship game using Java.
- Implemented game mechanics, graphics and user controls, ensuring smooth and engaging gameplay.
- Created a fully functional and enjoyable game, showcasing strong Java programming skills.

