

Shazena Khan

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Java Developer • Software Engineer • Full-stack Web Developer

Summary

Former high school math teacher turned full-stack bootcamp graduate looking forward to applying my proficiency in Java, Spring framework, SQL, Vanilla JS, Bootstrap, HTML, and CSS toward problem solving, debugging, researching, testing. As a quick learner with interest in the latest technologies, I want to work with great minds on the newest disruptions. Currently interning where I'm learning Python for both Data Collection and Web Development.

Education

The Software Guild – TechHire at LaGuardia Community College Long Island City, NY

Java Coding Bootcamp November 2020

Course in Object Oriented Programming and Database Driven Web Applications

Queens College, City University of New York Queens, NY

Bachelor of Arts in Mathematics, Minor: Secondary Education, Cum Laude, GPA 3.6 May 2015

Relevant Coursework: Intro to Web Dev, Discrete Mathematics, Intro to Java, Linear Algebra, Multivariable Calculus, Problem Solving using Wolfram Mathematica.

Skills

- Java, Junit Unit Testing
- Spring MVC, JDBC, Security
- Photoshop/Illustrator
- MySQL
- Python, Selenium – Beginner
- HTML/CSS/Vanilla JS
- Thymeleaf
- Bootstrap, jQuery
- Git
- React - Beginner

Projects (Visit shazena.com to see them in action!)

- Blog/Content Management System Project – Design a full-stack CMS where users have different levels of access privileges. Includes a full suite of unit tests for the Model Layer. Learned how to use Spring Security to allow users to create their own accounts to leave comments and restrict access to certain URLs from the backend, how to use Thymeleaf Fragments to make portions of the site reusable, like the header, how to integrate security in an AJAX call to allow image uploads.
- Full-Stack Tracker Application – Group Project where I was the Team Lead. We designed a full-stack MVC application to track Superhero Sightings. A user could keep track of powers, superheroes, locations, organizations, and sightings. Contains a full suite of unit tests for the Model Layer. Geocoding and maps were populated using the Mapbox API. Learned about cascading validation to validate complex objects.
- Spring Boot REST API – Designed an API for the game Bulls and Cows using Spring Boot. Used apidoc.js to create documentation.
- Party Game – Hackathon Project (WIP). The goal was to create an online multiplayer game. We created a Spring REST API that the React frontend would access. We learned that a REST API may not be the best way for the client to interact with the server and are in the process of researching how to use websockets for our needs.
- jQuery Front End for existing REST API – Learned how to use jQuery and AJAX to update a page without needing to refresh it that models a vending machine.

Experience

Changing Room – Software & Data Engineering Intern – Remote Jan 2021 - present

- Use Python to create Web Scrapers for individual websites
- Contribute to a universal Shopify-site scraper that could be used for over 200 e-commerce stores
- Research the creation of a Gitlab to AWS CI/CD pipeline

NYC Museum School – Classroom Teacher - Manhattan, NY 2016-2018

- Teach 9th Grade Level Algebra, Co-Teach ICT 10th Grade Geometry and 11th Grade Structures & Architecture class
- Teach Intro to Coding and JavaScript for 11th Grade class of 35 and organize trips and relevant activities to class
- Analyze past Regents exam data of 00+ students to create revised curriculum

John Adams High School – Classroom Teacher – Ozone Park, NY 2015-2016

- Teach Algebra to 9th and 10th graders via inquiry-based instruction where students learn by exploring and experimenting
- Independently and cooperatively plan lessons based on state curriculums and exam result data