

Hasan Maharroof

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CAREER OBJECTIVE

Computer Science student with hands-on full-stack development experience building production web applications. Proficient in JavaScript, Node.js, PostgreSQL, and Linux deployment, and knowledgeable in Python. Quick to adapt and learn. Seeking a summer 2026 internship to contribute skills while gaining exposure to enterprise-scale software development. Open to relocate.

EDUCATION

BS, Computer Science (AI/ML Track)

University of Maryland,
Baltimore County
2024 – 2028 (anticipated)

SKILLS

Full-stack development

- JavaScript (Node.js, Express.js)
- HTML/CSS
- PostgreSQL
- RESTful API Design & Development
- Linux VPS, nginx, PM2
- Git-based deployment

From university coursework

- C++ (OOP, templates, pointers, memory management)
- Object-oriented design
- Data structures

CERTIFICATES

CollegeBoard

- AP Scholar with Distinction | 2024

Johns Hopkins STEM Academy

- Intro to C | 2020
- Python 1 | 2020
- Python 2 | 2021
- Cybersecurity | 2022

WORK EXPERIENCE

2024–
present

Full-Stack Developer | OpenMediaMap

www.openmediamap.com

- Developed geospatial web application for crowdsourced historical media archiving
- Built Node.js/Express REST API serving 100+ approved submissions with PostgreSQL database
- Implemented Firebase authentication system with role-based admin controls
- Deployed production application on Linux VPS with nginx reverse proxy and PM2 process management
- Integrated Leaflet.js mapping library with custom marker clustering and filtering
- Established Git-based CI/CD workflow for zero-downtime deployments

2023
Summer

Astro Art Program (Web Dev Focus) | Space Telescope Science Institute

Baltimore, MD

- Analyzed astronomical data from Hubble and James Webb Space Telescopes using Python (Jdaviz, Imviz)
- Processed and visualized raw FITS spectroscopy data from Mikulski Archive for Space Telescopes
- Developed educational website on spectroscopy; project featured by STScI as program highlight

2023
Summer

Game Development Intern | Software, Magic & Rainbows

Remote

- Developed 2D platformer game in Godot Engine using GDScript, OOP, and node-based architecture with emphasis on modular design and gameplay mechanics

PROJECTS

2025–
present

Founder & Documentarian | dmvdocs

www.dmvdocs.org

- Built and maintain longform journalism platform documenting Muslim and immigrant communities in the DMV region
- Developed website featuring photography, interviews, and historical preservation content