

# Aawaiz Soomro

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## Education

<b>FAST National University of Computer &amp; Emerging Sciences (FAST NUCES)</b> BS Computer Science GPA: 2.96	Karachi Aug 2022 – 2026
<b>Rockford Cambridge School</b> O/A Levels O Levels: 7A*/As, 1B A Levels: A in Computer Science	Karachi 2017 – 2022

## Experience

<b>Student Teaching Assistant – Data Structures</b> FAST NUCES	Oct 2025 – Present
<ul style="list-style-type: none"><li>Assessed assignments, projects, and quizzes to maintain grading consistency.</li><li>Supported 100+ students with algorithmic reasoning, debugging, and complexity analysis.</li></ul>	
<b>IT Intern</b> TAJS SKYLINE	Jun 2025 – Aug 2025
<ul style="list-style-type: none"><li>Contributed to cloud and AI workflows, improving automation across IT processes.</li><li>Evaluated emerging tools and summarized findings in actionable technical briefs.</li><li>Coordinated with engineering teams to streamline operational tasks.</li></ul>	
<b>Web Developer</b> MediaByte	Jun 2020 – Aug 2022
<ul style="list-style-type: none"><li>Delivered 20+ production websites for clients with optimized performance.</li><li>Applied SEO techniques that improved page visibility and search ranking.</li><li>Strengthened site security and reliability across deployments.</li></ul>	

## Leadership & Activities

<b>Section Leader (Mentor) – Stanford Code in Place</b>	2024 – 2025
<ul style="list-style-type: none"><li>Mentored Python learners and led guided programming sessions.</li></ul>	
<b>Vice President – MLSA FAST KHI</b>	2023 – Present
<ul style="list-style-type: none"><li>Directed major events including Microsoft Imagine Cup, Brogramming, and HackOps.</li></ul>	

## Projects

<b>Tetris (SFML):</b> Built a real-time Tetris game using SFML with responsive controls and optimized rendering.
<b>Four Bishops AI:</b> Implemented a bishop-focused chess engine using Alpha-Beta Minimax, custom heuristics, and iterative self-play improvements.
<b>Libra DB:</b> Created a DBMS supporting indexed queries, schema operations, and structured data handling.

## Technical Skills

<b>Programming:</b> C++, Python, SQL, HTML, CSS, JavaScript
<b>Tools &amp; Tech:</b> SFML (game dev), WordPress, Git, GitHub Pages, Zapier, LaTeX
<b>Core Skills:</b> Algorithms & Data Structures, Debugging, Problem Solving, Communication