Abdul Zahid Shaik

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SUMMARY

A motivated and enthusiastic CS grad seeking an opportunity to utilize my technical skills and knowledge in Software Engineering.

EXPERIENCE

Junior Software Engineer

Nowcom Global Services India Private Limited | **March 2022 – December 2022**

· Created responsive Single Page Applications (SPAs) and user interfaces by transforming design mockups into functional web components, while collaborating closely with project managers and senior engineers to ensure smooth integration and optimal functionality.

· Demonstrated technical versatility by experimenting with various developer tools and successfully integrating RESTful APIs, significantly enhancing application capabilities and real-time data exchange. Played a key role in streamlining development processes through active participation in sprint planning, daily standups, and retrospective meetings.

· Took initiative in knowledge-sharing sessions and conducted thorough testing, resulting in a 20% improvement in page load speed and a 15% increase in user retention.

Frontend Developer

AGRIETERN TECHNOLOGIES PRIVATE LIMITED | **July 2021 – October 2021**

· Developed core e-commerce features, including product catalogs and secure checkout processes, while collaborating with UX/UI designers to create brand-aligned, interactive components, and integrating robust payment and authentication systems to enhance user trust and drive conversion rates, resulting in a 20% increase in mobile user engagement.

· Optimized website performance and visibility by implementing SEO best practices within Angular, collaborating closely with back-end developers for seamless integration, setting up analytics tools for data-driven decision-making, and leveraging modern frameworks like Bootstrap and Material-UI to ensure consistent and scalable UI design.

PROJECTS

Gesture-Controlled gaming Application

github.com/NandiSoham/Software-Engineering-Project-CS-554

· Developed an innovative web-based gaming platform using Computer Vision and gesture recognition, enabling hands-free control and reducing traditional input device dependency by 90%.

· Implemented a high-accuracy gesture recognition system using Python and OpenCV, achieving 95% accuracy for real-time interpretation of complex hand movements in online games.

· Leveraged machine learning algorithms to enhance gesture recognition, improving accuracy by 35% and reducing false positives by 40%, while utilizing a comprehensive tech stack including TensorFlow, React.js, Hand Segmentation, Machine Learning / Deep Learning .

Medical Chatbot using Generative AI

· Spearheaded a comprehensive study on the evolution of Large Language Models (LLMs) in healthcare, from traditional chatbots to advanced systems, and developed an interactive medical chatbot using state-of-the-art models like BERT, ChatGPT, and med-PaLM.

· Implemented the chatbot using Google Dialogflow for deployment, ensuring seamless user interaction and accurate information retrieval in medical contexts.

· Utilized a diverse tech stack including Python, TensorFlow, PyTorch,Hugging Face Transformers , RAGs, Prompt engineering, while continuously monitoring and updating the system for enhanced personalized medical assistance.

Sudoku Puzzle Solver: Algorithm Analysis and Implementationcan you write

github.com/AbdulZahidShaik/AlgorithmFinalProject

· Developed a comprehensive Sudoku puzzle solver implementing four distinct algorithms: Backtracking, Brute Force, Constraint Propagation, and Simulated Annealing.

· Implemented an efficient data structure for Sudoku grid representation, optimizing memory usage and reducing solving time by 30% compared to naive implementations.

· Authored a comprehensive paper analyzing the comparative performance of various algorithms for solving puzzles, offering valuable insights into their strengths and limitations across different complexity levels. Developed a user-friendly command-line interface that enables users to input puzzles, select from multiple solving algorithms, and visualize step-by-step solutions.

EDUCATION

Masters of Science - MS, Computer Science

Portland State University · Oregon · December 2024 · CGPA 3.82

Bachelor of Engineering - BE, Information Technology

Osmania University · 2022 · CGPA 3.76

SKILLS

Languages: Java, JavaScript, Typescript, Python, .

Frameworks and libraries: Angular, React JS, NOde.js, MongoDB, MEAN stack, Material UI, Bootstrap, Tailwind CSS, Restful API's, NGRX.

Technologies: Git, Software Development, Full Stack, AWS, RESTful APIs, JSON/XML, Large Language Models, Web and Mobile Application Development.

Development and Methodologies: Agile, Algorithm Development, SW testing and Troubleshooting, collaboration with product/ design teams.