

ANAS LIMBADA

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Education

College of Natural Sciences and Mathematics, University of Houston

Bachelor of Science in Computer Science

Major GPA: 3.713

May 2027

Houston, Texas

Honors & Awards

Dean's List, University of Houston

Fall 2024

1st place at Hackathon, University of Houston

Spring 2025

Technical Skills

Programming Languages: Python, C++, SQL, HTML/CSS, JavaScript

Languages: English, Urdu, Spanish

Certifications: Data Analyst Certification

Developer Tools: Visual Studio Code, CLion, PyCharm, Anaconda, Jupyter Notebook, Power BI

Technologies/Frameworks: Tkinter, Pandas, NumPy, Stegano, Flask

Experience

App Developer

December 2024 – Present

Muslim Student Association at University of Houston

Houston, TX

- Developed a multi-frame Tkinter application for attendee sign-in, admin tracking, and feedback collection, using CSV for persistent data storage with validation and error handling.
- Integrated role-based access, image assets, and styled widgets to enhance user experience and security.
- Adopted by 300+ users weekly, greatly improving efficiency in event check-ins and performance review for the MSA at UH.

Task Contributor

March 2025 – Present

TELUS International AI

Remote

- Contributed to AI algorithm training through web-based tasks like search evaluation, content rating, and data annotation based on detailed guidelines.
- Performed relevance assessments, metadata analysis, and side-by-side comparisons to improve search engine and ad performance.
- Maintained high accuracy and met quality metrics in a remote, independent work environment.

Projects

Steganographic System | JavaScript, Python, CSS, Visual Studio Code

April 2025

- Built a full-stack web app using Flask, JavaScript, and Python's stegano library to securely embed passwords into images using LSB steganography and AES encryption.
- Enabled users to upload custom images, input decryption keys, and download encrypted images indistinguishable to the human eye.
- Developed both encryption and decryption tools with a clean UI, allowing seamless retrieval of hidden data using the correct key.

Text-Based RPG Game | C++, Replit, Visual Studio Code

December 2024

- Designed and developed a text-based RPG game in C++ with character creation, turn-based combat, and save/load functionality using object-oriented programming principles.
- Implemented unique character classes with distinct abilities, along with health, stamina management, and leveling systems.
- Utilized file I/O for progress persistence and debugged complex game interactions to enhance user experience.

City Power Grid Management System | C++, Visual Studio Code

October 2024

- Designed and implemented a C++ program to manage a city's power grid, featuring district-level attributes and power management functionalities.
- Developed features for data handling, technician assignments, power status management, and prioritization using sorting algorithms.
- Delivered a dynamic menu system with user-friendly output while debugging and refining the program for accuracy and usability.