

Tausif Samad

E-Mail: tausif_samad@yahoo.com

LinkedIn: <https://www.linkedin.com/in/tausif-samad/>

GitHub: <https://github.com/Bitmapp3r>

Stack Overflow: <https://stackoverflow.com/users/10542502/bitmapper>

GitLab: <https://gitlab.com/Bitmapp3r>

Education

- University: Imperial College London – Computing (MEng) (2023 – 2027)
 - Currently in 3rd year
 - Grade 2:1 achieved in 1st year and 2nd year
 - Modules I have taken in 2nd year:
 - Software Engineering Design
 - Operating Systems
 - Laboratory 2
 - Algorithm Design and Analysis
 - Models of Computation
 - Advanced Laboratory 2
 - Networks and Communications
 - Compilers
 - Introduction to Prolog
 - Probability and Statistics
 - Computational Techniques
- Secondary School: St. Olave's Grammar School (2015 – 2022)
 - A-Levels: Mathematics (A*), Further Mathematics (A*), Physics (A*), Computer Science (A*)
 - GCSEs:
 - Grade 9: Mathematics, Computer Science, Physics, Chemistry, Biology, DT
 - Grade 8: Geography
 - Grade 7: French, English Language, English Literature

Projects

- Aarch64 assembler and emulator
 - As a team, worked to develop an ARMv8 assembler and emulator
 - Wrote an A64 assembly program to run on a Raspberry Pi 3 which utilised the assembler, emulator and the board's GPIO pins to flash an LED
 - Also created a morse code device using a rumble motor and button connected to the Raspberry Pi's GPIO pins to send and receive messages from another device
 - Languages and tools used: C
- PintOS
 - As a team, we implemented core operating system functionality and features to a small, basic operating system called 'PintOS', designed to teach operating systems concepts
 - Involved working with and implementing threads, CPU scheduling, file systems and memory management
 - Languages and tools used: C
- 'Readventure' – a reading webapp
 - As a team, created a webapp to improve children's interest in reading
 - The webapp hosts stories that children can read with a unique feature of being able to choose different directions for where the story can go, making children engaged and have a sense of control
 - Included a rewards, level and badges system to further provide a gamified experience
 - Languages and tools used: HTML, JavaScript, CSS, TailwindCSS, React, NextJS, Firebase Firestore, Firebase Authentication
- AI game match damage-based win predictor
 - A quick 'support-vector-machine-based' machine learning model I trained that is designed to predict the outcome of a game of 'League of Legends' based on total damage dealt by both teams
 - Trained on a dataset of my personal ranked games
 - Uses the SVM machine learning algorithm from the Python 'sklearn' module
 - Languages and tools used: Python, sklearn Python module, Riot API
 - Project served as an experience in creating ML models from established Python libraries and drawing data to train them through external APIs

Volunteering

- Volunteered at 'Life Changing Tuition' to help primary school students prepare for 11+ exams

References

- (References available on request)