

ZAID SHARIEFF

Electronic City, Bengaluru | +919353376365 | zaidsharieff09@gmail.com | [linkedin.com/in/zaid-sharieff](https://www.linkedin.com/in/zaid-sharieff)

EDUCATION

SCALER SCHOOL OF TECHNOLOGY

Bachelors + Masters of Science in Computer Science

July 2023 - July 2027

CGPA - 8.8

BIRLA INSTITUTE OF TECHNOLOGY AND SCIENCE

Bachelor of Science in Computer Science

July 2023 - July 2026

CGPA - 8.4

TECHNICAL SKILLS

Languages: Python, Java, C#, HTML/CSS, Javascript, Dart

Technologies/Frameworks: Git, Flutter, Mediasoup, JavaFX, Pygame, Phaser, Unity

EXPERIENCE

BHASHINI

Nov 2023 - Feb 2024

Project Intern

- Part of a team that developed and implemented a webpage translation feature for the BHASHINI mobile app, enhancing its functionality and usability.
- Leveraged Dart and Flutter within the context of a government organization focused on AI-driven solutions and regional language translation services.

SCALER SCHOOL OF TECHNOLOGY

Mar 2024 - Present

Project Intern

- Part of a team that developed a local streaming server for the classroom using mediasoup, which efficiently delivers online video and audio streams to 200+ connected devices within the same network.
- Reduced bandwidth usage and minimized lag during simultaneous access to instructional content.

URBAN COMPANY

Apr 2024 - Present

Project Intern

- Part of a team that is developing a Mixed Reality (MR) application for Meta Quest 3 at Urban Company.
- Enables users to browse and virtually apply wall panels to their physical space, enhancing visualization and decision-making during the home improvement process.

PROJECTS

PASSWORD MANAGER | [GitHub](#) | Java, JavaFX

May 2021

- Developed a simple password manager with features for local storage, password generation, and intuitive management interface.

SHOOTEROID | [GitHub](#) | [Live](#) | Javascript, Phaser

Feb 2022

- Developed an immersive open-world asteroid shooter game using JavaScript and the Phaser game framework.
- Players navigate a spacecraft through open space in all four directions, dodging and shooting approaching asteroids.
- Implemented a dynamic scoring system and wave progression to increase difficulty and engagement.

PROBLEMPAL | [GitHub](#) | Flutter, Dart

Jan 2024

- Developed a Flutter application that dynamically generates math problems, including addition, subtraction, multiplication, and division.
- Users can customize the number of digits and the quantity of problems.
- Implemented profile support for multiple users sharing the same device, enhancing user experience and convenience.

VR JIGSAW PUZZLE | [GitHub](#) | [LinkedIn](#) | Unity, C#, OpenXR

Feb 2024

- Developed a jigsaw puzzle experience specifically for Meta Quest VR headsets using Unity.
- Users engage by dragging and placing images in the correct order to reconstruct the complete picture.

RELEVANT COURSEWORK

- Data Structures and Algorithms
- Linear Algebra
- Shell Scripting
- Web Development
- Probability and Statistics
- OOPS
- Backend Development
- Discrete Math
- Business Problem Solving