Muhammad Faizuddin Ansari

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EDUCATION

California State University, Northridge
Bachelor of Computer Science (B.S.), completed May 2018

Honors:
- **Dean's List** (3.5+ GPA at California State University Northridge)
- **Phi Beta Delta Honor Society** (Recognized International and Exchange Students)

SKILLS

Computer: *Fluent:* Java, C++, C#, HTML5, CSS3, JavaScript, jQuery, Unity, Android SDK, GitHub, Verilog HDL
Intermediate: C, PHP, MySQL, Bash Unix Shell, Node.js, Socket.io, TensorFlow, MIPS Assembly, Photoshop
Beginner: Python, React.js, Vue.js, Express.js, PostgreSQL, Clojure, Dreamweaver, Premier Pro

Languages: *Native Fluency:* English, Urdu | *Beginner (learning):* Spanish

PROJECTS

Universal Finance Manager • University Project, Software Engineering — *September 2017 – May 2018*
Android application that provides tracking and budgeting of personal finance. Made in an Agile/Scrum cycle. Utilizes a local Room database and Dagger dependency injection. Written in Java and XML.

Atari Breakout Q-Learning • Personal Project, Artificial Intelligence — *April 2018*
Trained a neural network to play OpenAI Gym's 'Atari Breakout' game using TensorFlow. After 30 episodes, the agent averaged a reward of 145.17 based on the learning-rate and epsilon-probability that I set.

Tsarbucks • University Project, Web Engineering — *October 2017*
A fictional coffee shop's web app that lets customers/employees make/fulfill orders. Back-end implemented using PHP and a MySQL database hosted locally on a phpMyAdmin instance. Front-end in HTML, CSS, and JavaScript.

Accountabillibuddy • University Project, Software Engineering — *February – May 2017*
Desktop application that predicts the profitability of stock market investments. Utilizes the Yahoo! Finance API and a PostgreSQL database hosted on AWS' Relational Database Service. Written in Java.

Hardware Tic-Tac-Toe • Personal Project, Hardware Programming — *August 2015*
Tic-tac-toe game developed for Altera DE2 boards. Coded in Verilog (IEEE 1364) Hardware Description Language.

Biryani Battle • Personal Project, Game Development — *May 2014 – Present*
Side-scrolling platforming video game. WIP. Basic functions implemented. Built in Unity. Scripted in C#.

EXPERIENCE & VOLUNTEER WORK

Internship at **International Textiles Pvt. Ltd'** — *June – August 2015*
Implemented front-end functionality for the company's web-based employee portal application. Contributed in designing back-end database structure and SQL queries for the application.

Internship at **Muller & Phipps Pakistan** — *May – August 2011*
Engaged in the I.T. department's SOP. Collected invoice data from competing brands to redesign and optimize the company's own invoice. Communicated I.T. solutions to other departments and employees.

Volunteer at **UNESCO World Heritage Centre** — *June 2010*
Handcrafted goods and helpful items to empower victims of the 2010 Pakistan floods. Promoted local crafts and souvenirs to fundraise at on-site craft shops.

EXTRACURRICULAR ACTIVITIES

Matador Emerging Technology & Arts Lab — *January 2017 – January 2018*
Web development courses and meetups hosted by CSUN's META+Lab. Completed practice projects involving Node.js, Express.js, Vue.js, Socket.io, MongoDB, PHP, phpMyAdmin, and MySQL.

The Hague International Model United Nations — *January 2012*
Represented Pakistan as a delegate in the Model United Nations in The Hague, Netherlands. Debated about the causes of wealth disparity and discussed policies to support economic growth in Pakistan.