

# Muhammad Hamza Shaikh

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## EDUCATION

### University of Illinois – Chicago

*Bachelor of Science in Computer Science, Dean's List*

GPA: 4.00/4.00

Chicago, IL

*Expected Graduation: May 2025*

## EXPERIENCE

### Natural Language Processing(NLP) Engineer Intern

June 2023 – Aug. 2023

*University of Illinois – Chicago*

*Chicago, IL*

- Evaluated and tested 10 NER prompts on Google Bard, achieving 15% higher accuracy in extracting travel information from emails
- Selected the best NER prompt based on the criteria of accuracy, speed, and robustness
- Implemented a Python script that used the best NER prompt to automatically parse and extract travel-related data
- Presented findings and recommendations, leading to a 25% increase in overall NER accuracy adoption for future projects

### Software Design Teaching Assistant

Jan 2024 – Present

*University of Illinois – Chicago*

*Chicago, IL*

- Incoming Undergraduate Teaching Assistant for CS 342(Software Design)

## PROJECTS

### Lightning Trivia | *Java, Kotlin, Google Firebase, Android Studio*

- Designed and developed a mobile trivia application using Java and Kotlin on Android Studio
- Integrated user login and score tracking features to enhance user experience
- Utilized Google Firebase to store user login information and score data, resulting in a seamless and secure experience for users

### Baccarat Card Game | *Java, JavaFX*

- Led full-stack development of a Baccarat card game in Java and JavaFX, ensuring adherence to rules and functionalities
- Engineered a robust, object-oriented Baccarat system, handling card deck generation, game logic, and backend functionalities
- Designed an intuitive JavaFX interface with card displays and user-friendly interactions for seamless gameplay for the user

### Open Streets Maps | *C++, OpenStreetMaps API*

- Developed a back-end navigation application that used the OpenStreetMaps API
- Implemented Dijkstra's algorithm to find the shortest paths between location's on UIC's campus
- Computed the shortest weighted path between two points on campus

### Music Library | *C++*

- Created a music library search engine in C++ using map and set data structures to store and retrieve album titles, artists, and songs from music data files
- Designed algorithms for loading, exporting, displaying, and modifying music library data
- Innovated a user-friendly search feature enabling users to effortlessly find matching albums based on their queries

## TECHNICAL SKILLS

**Languages:** C/C++, Python, Java, JavaScript, HTML/CSS, R, Kotlin, SQL

**Developer Tools:** VS Code, Visual Studio, Google Firebase, Git, IntelliJ, Eclipse, Android Studio, Unity, R Studio

**Frameworks:** React, pandas, NumPy, JUnit Google Test, Catch

## RELEVANT COURSEWORK

Data Structures & Algorithms, Software Design, Programming Practicum(C), Machine Organization, Discrete Mathematics, Languages and Automata Theory, Applied Statistical Methods I, Applied Linear Algebra