

# Haseeb Sarfraz

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## EDUCATION

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### University Of Toronto

*Bachelor of Science in Computer Science, Major in Statistics, Minor in Mathematics*

Sep. 2023 – Present

*Mississauga, ON*

## EXPERIENCE

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### Event Associate

*MSA (Muslim Student Association), Jean Augustine SS*

Dec. 2021 – Jun. 2023

*Brampton, ON*

- Oversaw budgeting and coordinated marketing campaigns for community events, resulting in an increase in student turnout and engagement

### Club Member

*JASS Computer Science Club, Jean Augustine SS*

Sep. 2022 – Jun. 2023

*Brampton, ON*

- Coordinated weekly coding sessions by arranging rooms and ensuring necessary resources were readily available
- Provided guidance to junior students on fundamental C++ concepts, encouraging hands-on practice and exploration

## PROJECTS

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### Paper to Compiler | *Python, Tesseract OCR, OpenCV*

Jan. 2025 – Present

- Conducting research on Optical Character Recognition (OCR) techniques to accurately convert handwritten code into machine-readable text
- Designing a backend that integrates a Python environment to automatically compile and run recognized code
- Planning to reduce manual transcription in universities worldwide by streamlining grading for TAs and supporting multiple programming languages

### Microsoft Paint Replica | *Java, JavaFX, Ollama 3*

Sep. 2024 – Dec. 2024

- Developed a replica of Microsoft Paint with shape drawing, layering, and color selection using JavaFX
- Integrated Ollama 3 to automatically generate or modify images based on predetermined logic (e.g., a red car with circular wheels at a specific position on the canvas)
- Applied various design patterns (MVC, Abstract Factory, Builder, Command) to keep the code modular, extensible, and easy to maintain
- Completed as part of the CSC207 course at the University of Toronto.

### Sokoban in Assembly | *RISC-V, CPULator*

Sep. 2024 – Dec. 2024

- Developed an interactive version of Sokoban entirely in RISC-V Assembly, running on the CPULator simulator
- Handled collision detection, box-pushing mechanics, and invalid-move scenarios through efficient memory management and system calls
- Designed a text-based interface for user input, incorporating live feedback (e.g., “Invalid Move” prompts) and a restart feature
- Wrote a comprehensive user guide to streamline setup, compilation, and troubleshooting
- Completed as part of the CSC258 course at the University of Toronto.

## TECHNICAL SKILLS

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**Languages:** Java, Python, C++, Assembly

**Libraries & Frameworks:** JavaFX, Ollama 3, NumPy, Matplotlib

**Developer Tools:** Git, VS Code, Visual Studio, PyCharm, IntelliJ, L<sup>A</sup>T<sub>E</sub>X