Syed Huzaifa Tahir Zaidi

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EDUCATION

Associates of Computer Science- AS, Computer Science
Northern Virginia Community College · Virginia · AS, Computer Science

Cambridge International examinations, Advanced levels, Computer Science
FFC Grammar School Goth Macchi · Punjab, Pakistan · August 2022 · 1 A*, 2 A's
· Cambridge International A levels High achievers

Cambridge International examinations, Ordinary levels, Computer Science
FFC Grammar School GM · June 2020 · 5 A*'s, 2A's, 1B
· Cambridge International O levels High achievers

SUMMARY

I am a versatile programmer skilled in C/C++, Python, and JavaScript. I hold a strong educational background in programming and have a passion for game development, web development, Ai and data science. Currently, I'm focused on collaborative projects and knowledge exchange in the tech community.

PROJECTS

Space shooter Game in C++
National University of Computer and Emerging Sciences · https://github.com/HuzTahir/Space-shooter-game · April 2023 - May 2023
· Developed a complete C++ game using SFML, implementing Object-Oriented Programming for efficient code organization and scalability.
· Created multiple game levels and scoring systems, integrating text file storage for player high scores, demonstrating strong memory management skills.
· Successfully completed the university-assigned project within a tight two-week timeframe, showcasing efficient problem-solving and time management abilities.

Building portfolio website using HTML and CSS
National University of Computer and Emerging Sciences · https://huztahir.github.io/index.html · March 2023 - March 2023
· Developed web portal using HTML and CSS, tested its compatibility across all major browsers, and ensured data consistency between browser and mobile applications.
· Deployed portal on a production environment, ensuring security standards and cross-browser compatibility from development to production.
· Enhanced user experience by streamlining navigation, reducing page loading times by 28%.

Tetris Game in C++
National University of Computer and Emerging Sciences · https://github.com/HuzTahir/Tetris-game-c-.git · November 2022 - December 2022
· Programmed a complete C++ game using SFML, implementing fundamental programming concepts like arrays, global and local functions, variables, and control structures, delivering it within a tight two-week deadline.
· Optimized gameplay with various levels and scoring techniques, utilizing text files to record and maintain player's highest scores.
· Standardized coding practices to ensure efficient and error-free game development as part of a university-assigned project.

INVOLVEMENT

Fundraising Intern
FFC Grammar School and College · Umeed Foundation · May 2021

SKILLS

Industry Knowledge: Web Development, Web Design, Object-Oriented Programming (OOP), Data Structures, Functional Programming, Back-End Development, User Interface Design, Presentation Skills

Tools & Technologies: C++, C (Programming Language), Python (Programming Language), Adobe Photoshop, HTML5, Css3, JavaScript, Simple and Fast Multimedia Library (SFML), React.js, Node.js, Git, GitHub, HTML, Cascading Style Sheets (CSS),Databases

Interpersonal Skills: Time Efficiency, Communication, Public Speaking, Analytical Skills, Problem Solving, Easily Adaptable, Teamwork

Languages: English, Urdu