

IZAH SOHAIL

Abu Dhabi, UAE | +971 687 0179 | is2587@nyu.edu | [github](#)

EDUCATION

New York University

August 2022- May 2026

B.S. in Computer Science, Minor in Interactive Media; GPA: 3.873

Relevant Coursework: Algorithms, Data Structures, Computer Systems Organisation, Introduction to Interactive Media, Communications Lab, Software Engineering, Database Systems, Operating Systems

SKILLS

- | | |
|---|---|
| <ul style="list-style-type: none">• Programming languages: Python, C, C++, C#, Javascript• Software & Tools: Adobe Illustrator, Photoshop, Procreate, Canva, Matplotlib, Plotly.js, Chart.js | <ul style="list-style-type: none">• Database systems: PostgreSQL, MongoDB, MySQL• Web Development frameworks: Django, Flask, FastAPI |
|---|---|

RELEVANT EXPERIENCE

Research Assistant, New York University, Abu Dhabi

June 2024 – present

- Built a Django-based web application to visualize European Parliament voting patterns (1979–present), using **Plotly.js** for dynamic, interactive charting and **D3.js** for political coalition graphs
- Implemented advanced web scraping techniques to collect and update comprehensive data on over 500 European Parliament members and more than 20 million voting records, showcasing meticulous attention to detail and data management
- Engineered and optimized a **PostgreSQL** relational database schema with foreign key constraints and indexed queries to support scalable, efficient retrieval of votes data & MEP data.

Multimedia Editor, The Gazelle

Jan 2024 – present

- Develop and review illustrations/graphics to accompany articles with **Illustrator** and **Procreate**, ensuring visual consistency, quality, and alignment with the publication's aesthetic standards
- Coordinate with writers and editors to understand the visual needs of each article and deliver graphics that enhance the storytelling experience and delegate weekly work assignments among the multimedia team.

Software Development Intern, Pet Republic

May 2024 – August 2024

- Collaborated with IT teams to resolve technical issues, ensuring smooth operation of Pet Republic's software systems
- Conducted thorough app testing, identified and reported bugs, and contributed to the development of improved software functionality
- Provided technical support to users, enhancing their experience and ensuring satisfaction with our applications.

PROJECTS

[Math Confidence](#) | Slush'D AI Hackathon

Feb 2025 – Feb 2025

- Developed and deployed an AI-driven interactive textbook to address math anxiety, enhancing traditional algebra learning through structured, section-wise tutoring
- Implemented **OpenAI** Assistants to create dedicated AI mini-tutors for each textbook subsection, enabling students to receive targeted, real-time support

SPOT AI | Developer, Online Multiplayer Web Game

March 2024 – April 2024

- Designed and developed a full-stack online multiplayer web game using **Flask** (backend) and **PostgreSQL** (database)
- Implemented server-side logic to manage multiple game rounds and handle real-time multiplayer interactions
- Managed data persistence and retrieval using PostgreSQL, ensuring the efficient storage and organization of player data, game sessions, and round-based scoring.