

# Labib Zaman

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## EXPERIENCE

### Software Engineer Intern

May 2021 – August 2022

*Magna International*

*Toronto, ON*

- Played a major the development and integration of advanced algorithms for Auto Parking and Rear Emergency Braking systems using **C++** and **OpenCV** resulting in a 15% improvement in system response time and accuracy in Pedestrian Detection and Parking Line Detection.
- Crafted a robust **Controller Area Network (CAN)** translation tool using CAN Database inputs in **Python**, streamlining data communication between software and hardware, reducing integration time by 25%.
- Developed multiple plugins for Magna's proof-of-concept API, introducing a **cross-functional logging feature** that improved algorithm value tracking and analysis during **development and testing phases**.
- Played a key role in the **software development cycle**, from initial development through testing and deployment, acting as **Git Administrator**, managing both 32-bit and 64-bit repositories ensuring high-quality deliverables.

### IT Systems Development

Sep 2020 – Apr 2021

*Bank of Canada*

*Ottawa, ON*

- Created **automated Python scripts** using **pandas** and Jupyter for efficient data extraction from **large databases**, enhancing data analysis productivity.
- Leveraged Active Directory knowledge to create a **PowerShell** script, automating routine administrative tasks and improving operational efficiency by 35%.
- Engineered a lightweight data-processing application within Excel using VBA, transforming raw data into structured formats, improving **data analysis** turnaround time by 50%.
- Utilized **Agile** development methodologies to foster a dynamic, iterative, and collaborative approach to software development.

## PROJECTS (LABIBZ.GITHUB.IO)

### Full-stack Real Estate Marketplace | *MongoDB, Express.js, React, Node.js* (🐙)

Mar 2024

- Created responsive, intuitive UIs using **React** and **Tailwind CSS**.
- Utilized **JWT**, **Firebase**, and **Google OAuth** for secure user access.
- Developed functionality for **creating, reading, updating, and deleting** real estate listings using **MongoDB**.
- Implemented **advanced search functionality** to efficiently match user search criteria.

### 2D Cafe Simulation Game | *Godot, GDScript (Python), Aseprite* (🎮 | 🐙 | 📺)

Nov 2023

- Utilized **Godot Engine** and **GDScript** for game mechanics, ensuring a smooth and interactive experience.
- Designed **sprites and animations** with **Aseprite**, adding visual appeal and character to the game environment.

### Rainbow Six Siege Match Image Reader. | *Python, OpenCV, pytesseract, pandas* (🐙)

Sep 2022

- Transformed **game match statistics** into editable text using **OCR technology**, streamlining data analysis.
- Leveraged **Python**, **OpenCV**, and **pytesseract** for image processing, with **pandas** for data manipulation, creating a reliable tool for gamers and analysts.

### 3D Shooter Platformer Game | *Unity, C#, Blender* (📺)

May 2022

- Built a dynamic 3D shooter platformer, employing **Unity** and **C#** for core development.
- Designed intricate **3D environments** using **Blender**, enhancing visual appeal and immersion.

## EDUCATION

### University of Toronto

Toronto, ON

*Bachelor of Science in Computer Science and Mathematics*

*Sep. 2018 – Dec 2023*

## CERTIFICATIONS

**Machine Learning Specialization** – *DeepLearning.AI and Stanford University* – Apr 2024

## TECHNICAL SKILLS

**Programming:** C, C++, C#, Java, Python, HTML/CSS, JavaScript, SQL, VBA, Bash, R

**Frameworks/Libraries:** React, Node.js, Express.js, Redux, pandas, NumPy, pytesseract, OpenCV, Firebase

**Tools:** Git, MongoDB, JWT, Google OAuth, Jira