

Education

The University of Hong Kong	September 2020 - June 2024
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- Bachelor of Engineering in Computer Science - Full Scholarship for 4 Years - CGPA 3.39/4.30.
- Co-Founder of BlockChain@HKU club.

Work Experience

BREED - Technical Team	February 2021 - Present
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- Using data to try to identify and solve problems regarding the use of fish as a commercial product and developed and contributed to presentations for the pitching team.
- Working closely with the team to execute the day-to-day tasks involved with running programs, and tracking progress.
- Testing various components of the software and hardware, e.g. Arduino and servos, to ensure proper functionality of the robots.
- Devising the program and coding for Breed Doggi-E Robot, which allows the robot dog to move.

WeavaTools - Software Quality Assurance Intern	August 2021 - December 2021
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- Smoke-tested the staging website of Weavatools and discovered multiple bugs and provided suggestions to improve the Weavatools web application and allow the Weavatools user to have a hassle-free use of the Weava features.
- To test the CPU consumption and performance of a website when multiple users would be using it, I suggested and made use of the Apache JMeter software testing application for testing the staging website of Weavatools.
- For automating the testing of Weavatools websites, I used cypress to write down the automated test scripts covering all the basic scenarios, such as account sign-up, purchasing of subscriptions, and so on.
- Documented all the test-cases that were done and automated so that it was easier for coming Software Quality Interns to work on the software automation.
- Learned about Scrum testing methodologies and implemented those in my internship to test the web application thoroughly.

PNL Company Limited - Stem Intern	June 2021 - August 2021
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- Tested new hardware and software related to stem-related projects and developed VR, AI, Unity, Python courses for primary and secondary students.
- Discussed and gave ideas about what projects secondary and primary schools will be interested in for stem education with the Program Officer.

Projects	See more at : https://github.com/Masood-Ahmed271
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Big Two Game: A multiplayer GUI card game made using Java Language allowing four users to interact and play with each other. (Java Language and its libraries such as Swing)

Play_And_Learn: A Linux operating system-based operating system text-based game that allows the player to improve their Chemistry knowledge by playing an educational game in which they answer questions and gain points. On wrong answers, they lose health, and at 0 health game ends or when the questions are over game ends. (C++, C)

Notakto_AI: A text-based game that allows players to play against the undefeatable computer, the classic game of Notakto. (Python).

Skills and Technologies

Languages : Python, Typescript, JavaScript, C, C++, Java, CSS

Additional	For more information : https://www.linkedin.com/in/masood/
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- Student Teaching Assistant for the course ENGG 1330 (Python) & ENGG 1340 (C++, C, and Linux).
- \$100,000 HKD Pre-Seed Funding via Idendron | June 2021
- A score of 2370/2400 in SAT Subject Tests (Math Level II, Physics, and Chemistry).
- Straight 8A* and 1A in Cambridge O levels and straight 4A* in Cambridge A-levels.