Sadman Kazi

1A Software Engineering, University of Waterloo Student ID: 20567080

Email: sadmansazidk@gmail.com GitHub: github.com/unknown2374
Contact Number: 647-468-4343 Website: http://www.sadmansk.com

Summary of Qualifications

- Proficient in C++, C, Python, Java, OpenGL and C#
- Strong proficiency in documenting while developing programs
- Knowledge of building web pages using HTML, CSS and Javascript
- Experience of using game engines like Godot, Unity and the Unreal Engine.
- Experience working with Git, Terminal and Vim.
- Demonstrated ability to lead and work with teams
- Notable verbal and written communication skills

Technical Experience

Controls Team Member (September 2014 – Present)
University of Waterloo Nano-Robotics Group

- Implemented the controlling of actuators and magnetic field activation which is used to control a micro robot with gamepad inputs
- Working with a team to solve problems set up by various robotics competitions

Website Moderator and Graphics Designer (September 2014 – Present)
Thorncliffe Soccer Club

- Used HTML and CSS to moderate a community soccer league website
- Designed the logo for the rep team of the club
- Designed flyers for the in house leagues

Projects

All the source code can be found on my GitHub profile

City Kit (Developed at the 24 hour Start-up hackathon, November 2014):
Worked with a team to develop an online service that pulls data from Groupon and Red Flag Deals near the user's current location and puts those ads on specific locations of a map. I developed the module for implementing the Google Map API and the geolocation code.

Myo Pad (Developed at EngHack, October 2014):
Myo Pad is a program that can be used to export drawings/writings on a surface wearing the Myo armband to graphical data on a computer. I developed the module that received data from the armband using the provided Myo API. Also developed part of the main program that took that data to draw, erase and move the cursor on the screen.

Eclipse (November 2014):
Developed an open source 3d game for android using the Unity3d engine. I developed everything independently, including but not limited to scripting, modelling, lighting, and texturing.

Pokémon Amethyst (June 2014):
Developed the back end, game logic, game play elements and most of the graphical elements of a fully functional game based off the popular Pokémon Series.

Poker Hand Algorithms (June 2013):
Developed fairly complex algorithms that could check and categorize the poker rank of the different hands in the game.

Education

University of Waterloo (2014 – 2019 (expected)
Candidate for Bachelor of Software Engineering, Cooperative Program

Relevant Courses: Introduction to Methods of Software Engineering, Programming Principles, Introduction to Data Abstraction and Implementation

Marc Garneau Collegiate Institute
2011 - 2014
Ontario Secondary School Diploma

Activities and Societies:

- Founder and President of Eureka-Physics Club (2013-2014) and Guitar Club (2013-2014)
- Vice President of Table Tennis Club (2012-2014) and Muslim Students Association (2013-2014)

Relevant Courses: Introduction to Computer Science Grade 10, 11 and 12

Awards

- **Gold Standard**, Galois Math Contest. April 2012.
- **First place**, Math Olympiad at Muslim Inter Scholastic Tournament (MIST) Toronto 2014.
- **President's Scholarship of Distinction**, University of Waterloo. August 2014.
- **Third place** in Science Fair at MIST Toronto 2013.
- Subject Awards (June 2014, given to the student who got the highest mark in the respective subjects):
    - Grade 12 Calculus and Vector Award
    - Grade 12 Data Management Award