Saad Jahanzeb Taj

1B Honours Mathematics · (289)-501-2662
sjahanze@edu.uwaterloo.ca · github.com/SJT00
My Website · linkedin.com/in/saad-taj

TECHNICAL SKILLS

Programming Languages: Python · Racket · C · Java · ActionScript
Software/Technologies: Pygame · BeautifulSoup · Adobe Flash

PROJECTS

Space Invaders Game
github.com/SJT00/NesControllerGame   *Python*

- Created a Space Invaders Clone using Pygame library

- Organized and animated sprite visuals corresponding to user input

- Designed a custom NES controller in AutoDesk Inventor, assembled using 3d printing technology

- Programmed arduino to communicate between controller and game

Two Player Fighting Game
newgrounds.com/portal/view/651835   *Actionscript - Flash*

- Created a two player fighting game using ActionScript Flash programming

- Streamlined animations and visual effects in Adobe Flash, optimizing them for improved user responsiveness and enjoyment

- Responded to user feedback and requests

EXPERIENCE

Starcon (Software Engineering Conference)   *January 2019*

- Attended talks addressing the latest issues and ideas concerning the digital world

- Supported with day-of logistics, including setup and tear down

- Lead guests and speakers throughout event

Hack the North (Hackathon)   *September 2018*

- Organized and guided over 1000 hackathon participants

- Managed and setup activities and workshops

- Worked alongside tech innovators and entrepreneurs

Brock Leadership Camp   *July 2017*

- Gained leadership experience by assisting with student activities including game design and programming

- Developed interpersonal communication skills through answering student queries

- Administrated and coordinated youth groups throughout camp

EDUCATION

University of Waterloo   *2018 - Present*
Candidate for Bachelor of Mathematics, Honours Mathematics