

# SHEHRYAR HANIF

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## EDUCATION

### NYU ABU DHABI

May 2023 | Abu Dhabi, UAE  
B.S. in Computer Science, B.S. in Mathematics  
Current CGPA: 4.00/4.00

## KEY COURSEWORK

- Algorithms
- Data Structures
- Special Topics: Applied Internet Technology (Full-Stack Web Development)
- Computer Systems Organization
- Linear and Nonlinear Optimization
- Linear Algebra
- Probability and Statistics
- Multivariable Calculus

## SKILLS

### PROGRAMMING

- Python (Including Pandas, NumPy, Regex, Beautiful Soup)
- JavaScript (Including jQuery, Express.js, Node.js, Passport.js)
- HTML, CSS (Including Bootstrap 4)
- C++ \C
- MongoDB (Including MongoDB Atlas)
- R
- Julia
- Unity
- C#

### LANGUAGES

Native or Bilingual Proficiency:  
• English  
• Urdu  
Full Working Proficiency:  
• Hindi  
• Punjabi

### MISCELLANEOUS

- LaTeX
- Microsoft Word, Excel, PowerPoint

## AWARDS/HONORS

- Top in World, Cambridge O Level Sociology
- Top 10 Mathematicians in Pakistan, National Mathematics Talent Contest
- Third Place in Punjab, Best Across Four Cambridge A Levels

## PROFESSIONAL EXPERIENCE

### UNDERGRADUATE RESEARCH ASSISTANT | NYU ABU DHABI

Sep. 2020 – Present | Abu Dhabi, UAE

- Led coding and data science efforts for research team working with Assistant Professor Andy Harris (Political Science)
- Specialized in data processing frameworks for **Python** (particularly **pandas**, **numpy**, and **beautifulsoup4**) and **R** (particularly **dplyr**, **ggplot2**, and **shiny**)
- Fuzzy-matched and geo-mapped election polling stations in Malawi in order to identify voting irregularities and incidence of electoral fraud
- Web-scraped, cleaned, and analyzed databases for Pakistani polling stations to see how turnout varies between gender-segregated and combined stations

### LIBRARY AND IT COMMITTEE MEMBER | NYUAD STUDENT

#### GOVERNMENT

Jan. 2021 - May 2021 | Abu Dhabi, UAE

- Liaise between Library Staff, IT Support Team, and student body of 1,600 students, addressing needs and concerns with regards to techical support during the pandemic
- Revised WiFi support forms, set up posters for technological guidance, and implemented measures to increase library usage in a socially distant manner
- Coordinated planned overhaul of Student Portal (center-point of all college communications and administrative documents)

### SOFTWARE ENGINEER | THE GAZELLE (STUDENT NEWSPAPER)

Sep. 2020 - Feb. 2021 | Abu Dhabi, UAE

- Maintained the full stack for the website ([www.thegazelle.org](http://www.thegazelle.org)) for UAE's biggest college newspaper
- Updated front-end interface with **JavaScript** and **TypeScript**
- Revised website's documentation for server set-up and usage with the purpose of easing team transitions in future years

## PROJECTS

### HANDLEBARS GYM TRACKER | HTML, CSS, JAVASCRIPT, MONGODB

Apr. 2021 | [github.com/ShehryarHanif/handleBars](https://github.com/ShehryarHanif/handleBars)

- Developed front-end and back-end of web application with support for exercise-tracking and personalized exercises searches
- Implemented asynchronous JavaScript with **Fetch.js**, user authentication with **Passport.js**, and online hosting with **Heroku** and **MongoDB Atlas**

### ALIENATION GAME | UNITY, C#

Jan. 2021 | [github.com/ShehryarHanif/alienation](https://github.com/ShehryarHanif/alienation)

- Designed atmosphere and wrote story for point-and-click adventure for weekend-long game development contest "NYU Global Game Jam 2021"
- Implemented story progression mechanism, collision detection, automated movement, and responsive environmental assets through **C#** scripts

### BRICK BLAST GAME | PYTHON, PROCESSING

Oct. 2019 - Dec. 2019 | [github.com/ShehryarHanif/brickBlast](https://github.com/ShehryarHanif/brickBlast)

- Programmed a desktop derivative of mobile game "Brick Blast Ball"
- Constructed original randomized algorithms to provide infinite gameplay through procedurally generated levels
- Built innovative cannonball collision mechanic based on the Physics model of light and mirrored reflections