

SHEHRYAR HANIF

shehryar.hanif@nyu.edu | +971 501 450 552 / +1 734 546 3737 / +92 302 8464816 | www.shehryarhanif.com

EDUCATION

New York University

B.S. in Computer Science, B.S. in Mathematics

Current CGPA: 4.00/4.00

Abu Dhabi, UAE & New York, USA

Aug. 2019 – May 2023

Relevant Coursework: Applied Internet Technology, Natural Language Processing, Parallel Computing, Software Engineering, Algorithms, Data Structures, Linear and Nonlinear Optimization, Linear Algebra, Probability and Statistics

PROGRAMMING SKILLS

Skilled In: **Python** (Including **NLTK**, **Pandas**), **JavaScript** (Including **Express.js**, **Node.js**), **React** (Including **Hooks**, **Redux**, **Routers**), **HTML**, **CSS** (Including **Bootstrap**), **MongoDB**, **MySQL**/**PostgreSQL**

Familiar With: **C++**/**C** (Including **MPI**, **OpenMP**, **CUDA**), **AWS**, **Heroku**, **Firebase**, **TypeScript**, **R**

PROFESSIONAL EXPERIENCE

Full-Stack Development Intern

Frich

Jun. 2021 – Nov. 2021

New York City, USA (Virtual)

- Led web development efforts of interns working with social FinTech startup targeting Gen Z (currently valued at \$5 million)
- Devised, designed, and developed web application (frich-ambassadors.herokuapp.com) for student recruits to register, log users, and chart progress through college ambassador program (github.com/ShehryarHanif/frichAmbassadors)
- Built back-end **REST API** in **Express.js**, and served **MySQL** data to custom-built **React** application through **React Routers** with **Axios**
- Implemented **JWT** authentication, designed UX/UI interface, built user and admin dashboards, and maintain hosting on **Heroku** with **AWS (RDS)** for databasing

Front-End Development Intern

GlobeWyze Inc.

Jul. 2021 – Aug. 2021

Markham, Canada & Rawalpindi, Pakistan (Virtual)

- Developed SPA application in **React** for ghost kitchens' online ordering systems, providing a customizable interface for venture capital firm's 5+ restaurant clients
- Implemented **OAuth** authentication through **Gmail** and **Firebase**, and set up website navigation with **React Routers**

RESEARCH EXPERIENCE

Machine Learning Research Assistant

New York University Abu Dhabi

Apr. 2021 – Present

Abu Dhabi, UAE (Virtual)

- Design text-to-code machine learning models while working with Assistant Professor Riyadh Baghdadi (Computer Science)
- Web-scrape and clean code snippets and explanations from stackoverflow.com, and build **Python** implementation of OpenAI's **GPT-3** language model by using **Scikit-Learn** and **TensorFlow**

Data Science Research Assistant

New York University Abu Dhabi

Sep. 2020 – Aug. 2021

Abu Dhabi, UAE

- Led coding and data analysis efforts for research team working with Assistant Professor Andy Harris (Political Science)
- Cleaned up 10+ datasets and conducted quantitative analysis (e.g., linear regression models, convex hull construction) by using **Python** (particularly **pandas**, **numpy**, **re**, and **beautifulsoup4**) and **R** (particularly **dplyr**, **ggplot2**, and **shiny**)
- Fuzzy-matched and geo-mapped election polling stations in Malawi to identify voting irregularities and incidence of fraud
- Web-scraped and analyzed polling stations data to see turnout differences between gender-segregated and combined stations

PROJECTS

handleBARS Fitness Tracker | github.com/ShehryarHanif/handleBars

Apr. 2021

- Developed front-end and back-end of web application (handlebars-fitness-tracker.herokuapp.com) by using **HTML**, **CSS**, **JavaScript**, and **MongoDB**, with features including support for exercise-tracking and personalized exercises searches
- Implemented asynchronous **JavaScript** with **Fetch.js**, user authentication with **Passport.js**, web templating with **Handlebars**, and online hosting with **Heroku** and **MongoDB Atlas**

Brick Blast Game | github.com/ShehryarHanif/brickBlast

Oct. 2019 – Dec. 2019

- Programmed a desktop derivative of mobile game "Brick Blast Ball" in **Python** and **Processing**
- 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

AWARDS AND HONORS

3rd in Punjab, Best Across Four Cambridge A Levels *Cambridge Assessment International Examinations* Nov. 2019

Top 10 in Pakistan, National Mathematics Talent Contest *Higher Education Commission*

Dec. 2018