

Sarfraz Syed

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EDUCATION

University of Guelph

Bachelor of Computing, Computer Science; Cumulative GPA: 3.7/4.0

Guelph, ON

Sep. 2022 – April 2027

Humber College

Advanced Diploma with Honors, Game Programming; Cumulative GPA: 3.7/4.0

Etobicoke, ON

Sep. 2017 – April 2020

TECHNICAL SKILLS

Languages: Java, C, C++, C#, Python, JavaScript, HTML/CSS, SQL

Technologies/Frameworks: React, Next.js, Tailwind CSS, Firebase, Rest API, Material-UI, GitHub, Git, Docker, Unity, Unreal, SharePoint, Microsoft Power Automate, PowerApps, Microsoft List

EXPERIENCE

Web Designer/Developer (Intern)

June 2024 – December 2024

University of Guelph

Guelph, ON

- Architected an innovative SharePoint intranet for the Ontario Agricultural College, consolidating essential information and workflows into a streamlined hub, drastically improving user access and operational efficiency.
- Collaborated with the college to seamlessly integrate diverse content while automating complex workflows using Power Automate, dramatically boosting productivity and reducing manual tasks through workflow optimization.
- Developed an advanced booking system in SharePoint Framework, utilizing JavaScript and React to implement a comprehensive mechanism for booking availability and time slots, preventing double bookings and streamlining resource scheduling through a dynamic, calendar-based UI.

Software Developer (Intern)

May 2020 – August 2020

Humber College

Etobicoke, ON

- Collaborated with a multidisciplinary team to develop a project management learning simulation software in Unity, using C# to incorporate innovative features, demonstrating strong teamwork and problem-solving skills.
- Developed an Agile methodology simulation that allows students to simulate Agile workflows, including project selection, resource allocation, and user story creation, all presented through a user-friendly interface.
- Played a pivotal role in refining the waterfall methodology simulation by meticulously debugging, significantly elevating functionality and optimizing the overall user experience.

PROJECTS

E-Commerce Application | *HTML, CSS, JavaScript, Next.js, Tailwind, Typescript, React, Wix SDK/API*

- Engineered a sophisticated full-stack e-commerce web application using Next.js and TypeScript, leveraging Tailwind for responsive design, significantly elevating mobile usability and overall user experience.
- Developed dynamic product pages with advanced features such as variant selection, add-to-cart functionality, and a powerful search/filter system with pagination, dramatically improving user navigation and product discoverability.
- Seamlessly integrated Wix SDK and API to develop a secure back-end, incorporating OAuth authentication, user profiles, and seamless product data management, greatly enhancing system robustness and security.

Billiards Game | *HTML, CSS, JavaScript, C*

- Developed a sophisticated core physics engine for a billiards game using C, applying object-oriented design principles and advanced memory management techniques to ensure realistic physics and efficient computation.
- Conceptualized and crafted an interactive web interface using HTML, CSS, and JavaScript, meticulously designing a dynamic billiard table, cue stick, and balls, resulting in an immersive and captivating user experience.
- Seamlessly integrated a robust back-end system with Python and SQLite, utilizing JavaScript promises for efficient asynchronous server communication and SQL operations to fetch game state data, ensuring real-time updates and a fluid, responsive gameplay experience on the website.

Mancala Game | *Java*

- Engineered a Mancala game in Java, rigorously applying object-oriented design principles like encapsulation, inheritance, and polymorphism to achieve exceptional modularity and maintainability.
- Implemented robust save and load functionality with Java Serialization, allowing players to preserve game progress seamlessly, and executed thorough unit and manual testing to guarantee reliability and top-notch performance.