Tawsif **Azad**

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Education

University of Texas at Austin

B.S. in Electrical and Computer Engineering — *Aug. 2015 - May 2019*

- GPA: **3.93**
- Focus in Software Engineering and Computer Architecture

Experience

Backend Web Developer

KVRX 91.7 FM Radio Station — *Jul. 2017 - PRESENT*

- Developed backend using **Django** to facilitate user interaction with database
- Implemented mockup front-end design using **Bootstrap** for mobile-friendly viewing
- Designed models with new functionality while staying backwards-compatible with existing database

Researcher for *Automatic Error Detection in 3D Printing*

Computational Design Lab (Dr. Cem Tutum) — *Jun. 2017 - PRESENT*

- Wrote **Bash** and **OpenSCAD** scripts to generate 2D projections of 3D model to collect ideal image dataset
- Implemented timelapse photography of 3D printed object using **Raspberry Pi** to collect actual image dataset
- Designed 3D models prone to warping in order to study possible errors

Teaching Assistant

E E 312: Software Design & Implementation I — *Aug. 2017 - PRESENT*

- Taught **C**, **C++**, and **Linux** in discussion sections to supplement lectures
- Held weekly office hours to help students understand class material
- Graded student code and provided feedback on correctness and style to promote improvement

Projects

Arch Linux Customization

Personal Project — *Aug. 2016 - PRESENT*

- ***github.com/Swaift/dotfiles***
- ***github.com/Swaift/wsl-startup***
- Wrote **AutoHotKey** scripts to help start up Windows Subsystem for Linux and X server
- Configured **Vim** and **Zsh** to integrate with tiling window manager for ease of use and aesthetics
- Set up **PulseAudio** server to pipe audio from Linux to Windows

Pong Clone

Personal Project — *Mar. 2017*

- ***github.com/Swaift/pong***
- Implemented state machine in **C++** to efficiently transfer data between game screens
- Rendered graphics using **Simple Fast Multimedia Library** for smooth animation
- Designed algorithm for AI paddle movement to allow challenging and addictive gameplay

Skills

Programming Java, C, C++, Python
Web Django, jQuery, Bootstrap
Tools Vim, Git, Linux, LaTeX