

Tawsif Azad

Permanent: 23111 San Salvador Pl., Katy TX 77494

Local: 806 W. 24th St., Austin TX 78705

☎ 832-840-2884 | ✉ tawsifazad@gmail.com | 📱 Swaift | 🌐 tawsifazad

Education

University of Texas at Austin

B.S. IN ELECTRICAL AND COMPUTER ENGINEERING

Aug. 2015 - May 2019

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

Experience

KVRX 91.7 FM Radio Station

WEB DEVELOPER

July 2017 - PRESENT

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

Undergraduate Research, Computational Design Lab (Dr. Cem Tutum)

RESEARCHER FOR <AUTOMATIC ERROR DETECTION IN 3D PRINTING>

June 2017 - PRESENT

- Wrote scripts to generate 2D projections of 3D model after each layer is printed 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

TA for Software Design & Implementation I

TEACHING ASSISTANT

August 2017 - PRESENT

- Held weekly office hours to help students understand class material
- Taught C and C++ in discussion sections to supplement lectures
- Graded student projects and provided feedback on correctness and coding style to promote improvement over time

Projects

Viveolin

EARTHACK 2017

Apr. 2017

- Created idea to implement musical instrument as a VR game for HTC Vive
- Implemented modulation of pitch and volume in relation to position of controllers to allow wide range of musical expression
- Designed 3D environment in Unity to show note locations to user in order to allow precise intonation

Pong Clone

PERSONAL PROJECT

Mar. 2017

- Rendered graphics using Simple Fast Multimedia Library for smooth animation
- Implemented state machine in C++ to efficiently transfer data between game screens
- 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

Relevant Coursework

COMPLETED

E E 460N, Computer Architecture

E E 360C, Algorithms

ONGOING

E E 461S, Operating Systems