Syed Zain Ali Shah

As a software engineer passionate about innovation, I am committed to creating impactful products that deliver lasting value. With a proactive mindset and dedication to continuous learning, I aim to solve challenges and drive meaningful change.

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EDUCATION

Master of Science in Computer Science
Philipps-Universität Marburg

04/2024 - Present   *Marburg, Germany*

BS Computer Science
FAST NUCES

07/2018 - 07/2022   *Karachi, Pakistan*

EXPERIENCE

Software Engineer I
GhangorCloud

03/2023 - 03/2024

Data Leak Prevention cyber security firm based in Silicon Valley, *delivering real-time prevention against malicious and inadvertent data exfiltration.*

Achievements/Tasks

- Implemented a robust user analytics and behavioral analysis feature that empowered the users to gain valuable insights and enabled data-driven decision-making in **Angular**.
- Transformed data into visually captivating and insightful representations, leveraging the capabilities of **Kendo UI**
- Utilized **Java Spring Boot** on the backend for efficient data processing
- Redesigned product's existing features and created new ones, enhancing user experience and modernizing the visual presentation to align with current design standards

Associate Software Engineer
GhangorCloud

09/2022 - 03/2023

Achievements/Tasks

- Populating and configuring grids and charts for the frontend using **Angular** and **KendoUI**
- Have practiced knowledge of **Angular** directives, components and templates through bug fixing
- Worked on **CSS Bootstrap** to create engaging web-page

Business Analyst/Product Management Intern
SphereWMS - Shispare

07/2021 - 09/2021

Created and maintains the Warehouse Management Software used by Target and CEVA Logistics in North America

Achievements/Tasks

- Maintained and refined the product backlog.
- Responsible for hosting and leading daily standups, sprint planning meetings and sprint retrospectives.
- Created numerous intricate flowcharts, diagrams and designs to document everything regarding the product.

SKILLS

JavaScript   Angular   Typescript   Springboot

Java   jQuery   HTML & CSS   SQL   KendoUI

Bootstrap CSS   Python   C++   NODE.js

YOLOv4/OpenCV   JIRA

PROJECTS

ERASE - Trash Detection System using Computer Vision
- Trained a **YOLOv4** model with a mean precision of 91% to detect 12 different classes of trash and label their recyclability, created and annotated dataset of over 15000 images.
- Application developed on **Kotlin** that uses the same model transferred onto **TFlite** to detect and identify recyclable waste.
- The model also works on the runtime after being integrated into a **Raspberry Pi** and feeds the necessary information to the server.

Ecommerce Website using MERN stack
- Built a fully functional men's clothing website using the **React** and **NodeJS** with a payment gateway that supported Mastercard, Visa, and PayPal using Braintree.
- Worked on **MongoDB** and created queries using mongoose.
- Implemented an admin and user gateway with proper authentication protocols.

Schedule Notifier & Organizer for Students in Java
- Developed an automated timetable creator and notifier that focuses on improving learning by distributing workload in a manner to best fit the student's needs using **Java**

Recognition of sarcasm using Supervised Learning & Sentiment Analysis in Python
- Worked on **Tensorflow**, the **NLTK** library, **SenticNet** among many other libraries for machine learning.
- Performed exploratory data analysis on the dataset.
- Extensively used matplotlib for data visualization of the results.

K-Means Image Clustering in Python
- Worked on **TensorFlow, Pandas, Numpy, Pillow** and **Keras**
- Created the roadmap for the software development on **JIRA** and the SRS with all the necessary diagrams
- Built a dataset of over 3000 labeled images

3D Pong Game using Java
- 3D OpenGL-based implementation of the classic Pong game using **Java** and the **JOGL** (Java OpenGL) library
- Implemented real-time gameplay mechanics, collision detection, and interactive player controls
- Utilized Vertex Buffer Objects (VBOs) to optimize graphics rendering, enabling efficient management of vertex data

Information Retrieval Model in C++
- Created an efficient search engine that pre-processes documents to run quicker queries using **C++**