

UZAIF SHEIKH

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EDUCATION

University of New South Wales (UNSW)

Final year student – Bachelor of Computer Science.

Feb 2020 – Present

Graduating Dec, 2022

- Weighted Average Mark: 77.314 (Distinction).
- 2020 Dean's Honours List
- Future of Change Scholarship
- **Relevant Courses:** Algorithms and Programming Techniques, Operating Systems, Database Systems, Computer Networks and Applications and Software Architecture for Blockchain Applications.

SKILLS

- Languages: C/C++, JavaScript, Java, Python, Postgresql, Solidity, C#, Bash.
- Technologies: React, ExpressJS, Flask, Git, AWS, Docker, MongoDB, CI/CD, Agile(scrum), JUnit.

EXPERIENCE

Project Developer - Computer Science & Engineering Society (CSEsoc)

Jan 2022 – Present

Developing an interactive degree planner and progression checker for UNSW students.

- Developed frontend with React, JavaScript, Ant Design and React Redux for state management.
- Implemented a user interface feature that enables students to monitor their progress in the major and minor of their choice.
- Built a content management API with FastAPI, Python and MongoDB.
- Dockerised and deployed the application to UNSW servers.

Full Stack Developer - StonkBuzz

Jul 2021 – Dec 2021

Developed an investment news platform that allows for the integration of stocks, real estate, and betting.

- Designed and Implemented back-end API to get the latest sporting event on the website.
- Developed a new feature for Google and Facebook authentication with ReactJS and Firebase.
- Increased seo ranking of the web-app by 24% by restructuring meta tag using react helmet.
- **Resulted in 16 new users for the company because of the new feature.**

PROJECTS

Fury Of Dracula

 GitHub

- Led a team of 4 in building an AI-based Heuristic game built on graph algorithms.
- Implemented a sophisticated shortest path finding algorithm with a slight variation of **min-max algorithm** to predict the next move of the players.
- **Placed top 8 out of 62 teams in run time tournament.**

Flockr

 GitHub

- Collaborated in a team of 6 in building a messaging app that allows people to work together as one unified team.
- Implemented a content management REST API with Python, Flask and JSON Web Tokens.

Sudoku Solver – uzaif.github.io/sudoksolver

 GitHub

- Designed and developed a Sudoku solving algorithm in C++ which uses stochastic search to solve all 19,000 sample Sudoku problems in under 1 second.

Frakie The Fox – itch.io/frakie-the-fox

 GitHub

- A survival game, developed with C# on Unity. It was released on itch.io.
- Developed during a 2-day Game Jam competition.

Simpson Characters Classifier

 GitHub

- Designed a image classifier using Convolutional neural network with ReLu activation, CrossEntropyLoss as loss function and Adam for the optimiser to classify Simpson characters.
- Implemented the neural network with PyTorch, trained on a GTX1650 GPU with a network accuracy of 98%.

Blobby

 GitHub

- Developed an file achiever using C following all modern feature available in a file achiever.