





UZAIF SHEIKH

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EDUCATION

University of New South Wales (UNSW)

Feb 2020 – Dec 2022

Bachelor of Computer Science.

- Weighted Average Mark: Distinction.
- 2020 Dean's Honours List
- Awarded Future of Change Scholarship for academic excellence.
- **Relevant Courses:** Algorithms and Programming Techniques, Operating Systems, Database Systems, Computer Networks and Applications and Software Engineering Fundamentals.

EXPERIENCE

Software Developer - WT Partnership

Nov 2022 – Present

Developing an collaborative Progress Claim and Cost management system.

- Developed REST API using C#, ASP.NET Core and SQL Server that improved response time to 800 milliseconds, by optimizing database queries and caching frequently accessed data.
- Designed and implemented a user-friendly UI using ReactJS, JavaScript and ASP.NET Razor pages that increased user engagement, by improving the layout, navigation, and usability of the application.
- Built a serverless Azure function for cost report calculations using Python that reduced processing time by 46%, as measured by benchmarking by optimizing algorithm efficiency.

Frontend Developer - UNSW Computer Science & Engineering Society

Jan 2022 – Dec 2022

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

- Developed a frontend using React, Typescript, Ant Design, and React Redux for state management that improved page load time by optimizing component rendering and reducing network requests.
- Implemented a user interface feature that enables students to monitor their progress in the major and minor of their choice, which increased student engagement, by providing a convenient and easy-to-use interface for tracking academic progress.

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.

Event Management Web App

 GitHub

- Collaborated in a team of 5 within an agile environment to build a full-stack event management system with a unique loyalty system for regular users.
- Implemented a Flask-based content management REST API to facilitate user interactions with the system.
- Designed and developed the system's frontend using ReactJS and Material UI to create an intuitive and user-friendly interface.
- Built and maintained the system's database using MySQL, ensuring smooth and efficient data storage and retrieval.

Loop Mania

 GitHub

- Designed and developed an interactive and enjoyable game using Object Oriented design patterns, including Observer, State, Template, Abstract Factory, Strategy, Singleton, and Decorator, to ensure that code is open to extension but closed to modification.
- Utilized Java as the backend and JavaFx for the frontend.

Sudoku Solver

 GitHub

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

SKILLS

- Languages: TypeScript, JavaScript, Java, Python, C/C++, SQL Server, Postgresql, C#, Bash.
- Technologies: React, Node.js, Flask, ASP.NET, Git, AWS, Docker, MongoDB, CI/CD, Agile(scrum).