



Zahida Shahid

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EXECUTIVE SUMMARY

A fresh graduate from COMSATS University Abbottabad in Software Engineering who has outstanding teamwork skills, excellent communication skills, and a great leader. During my graduate work in different positions for IEEE Women in Engineering, Affinity Group (WIE AG) in university. Starting from a volunteer, I was proctor for 7 months, after that, served as vice-chairperson for 1 year, and then was selected as chairperson.

Develop and design a gaming platform for FYP, we targeted 8 different games of different genres. I also work on different semester projects i.e., Game Spot, Connect, Movie recommendation system, E-Dairy, and C++ Basics.

CORE COMPETENCIES

Java | HTML | CSS | Python | C# | C++ | Python | SQL | Oracle | Teamwork | Leadership | Communication | Problem Solving

CAREER HIGHLIGHTS

- Developed and designed a gaming platform for FYP named ASSEMBLED Games consist of 7 different genres and every genre had at least 1 game, as it was a group project I developed and designed 4 games.
- Wrote Java code for movie recommendation system we developed a semester project in which helps every user to see movies based on Keywords and genre. It was a data separating method, which gives user data, which he/she might be interested in. We had data of the top 5000 movies from IMDB. Database of this data was given in excel; every cell in the table contains at most one data entry.
- Designed front end for two-semester projects E-Dairy and Connect (Social Networking Website) that was web-based. E-Diary was a web application that was used to check daily tasks, attendance, and performance, it was used in schools and colleges. It aims at providing students and parents a platform to check their daily tasks given at school. Connect was a social networking site that provides a platform for people to communicate with each other and build social networks or social relations with other people having similar interests, activities, backgrounds, or real-life connections.
- Developed and designed semester project name as “C++ Basics”. It was a learning website that all the basic concepts of C++ covered it was for beginners. So, for a strong foundation, there must be mandatory topics. It's like W3School but only the C++ language was targeted, and simple English was used for better understanding, but technical terminologies used were important. Every topic is defined in detail with examples.
- Participate in Global Game Jam in 2020. The Global Game Jam (GGJ) is the world's largest game creation event taking place around the globe.

Experience

- I worked as a Junior Game Developer at TechScope Software Technology Park Gilgit Nov 2020 – June 2021.

ACHIEVEMENTS

IEEE Women in Engineering Affinity Group, Comsats Abbottabad, Pakistan

Chairperson IEEE WIE AG, CUI ATD

Apr 2021 – Present

- Led different technical and non-technical events and webinars. I monitor all activities of every team under me.

Vice Chairperson IEEE WIE AG, CUI ATD

Dec 2019 – Apr 2021

- Organized and managed different events and help with chair for supervision of all events and activities. I pay my services for 1 year and 5 months as vice chairperson.

Proctor IEEE WIE AG, CUI ATD

June 2019 – Dec 2019

- Achieved high discipline during events and among society. Kept record of all events, every member and duty details. I verify final list of deserving members for certificates.

Girls Guiding

2005 –2017

- I voluntarily serve in our community as a girl's guide.

EDUCATION & PROFESSIONAL DEVELOPMENT

Bachelor Software Engineering- 2017-2021

Comsats University Islamabad, Abbottabad Campus

TECHNICAL SKILLS

Java | HTML | CSS | Python | Linux (Ubuntu) | Windows | IntelliJ IDEA | NetBeans | Dev C++ | Git | GitHub | Visual studio | Android studio | Python | PyCharm | Scratch | Unity | Visual Paradigm | code::blocks

LANGUAGES

English | Urdu