

# Zoheb Sharif

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## EDUCATION

### CSU East Bay

Bachelor's, Computer Science

Dean's Honor List

May 2026

GPA: 3.6

- **Relevant Coursework:** Computer Architecture, Computer Networks, Software Engineering, Website Development, Operating Systems, Mobile Programming, Linear Algebra, Statistics and Probability for Engineers

### Chabot College

Associate's, Computer Science

May 2024

- **Relevant Coursework:** Data Structures & Algorithms, Object Oriented Programming, Assembly Programming, UNIX, Discrete Mathematics

## PROFESSIONAL EXPERIENCE

### Research Software Engineering Intern

Lawrence Berkeley National Labs

Berkeley, CA

June 2025 - Present

- Developed an interactive web application to visualize scientific beamline data using React and data visualization libraries.
- Collaborated with domain experts to design intuitive, responsive visualizations that accurately represent experimental data.

### Leader Teaching Assistant (CS)

The Stem Lab - CSU East Bay

Hayward, CA

August 2024 - Present

- Provided tutoring and teaching assistance for various CS courses including Data Structures and Software Engineering, supporting students in mastering foundational computer science concepts.
- Supervised and mentored a team of learning assistants, providing guidance, resources, and support to enhance student engagement.
- Improved student performance by **45%** by offering one-on-one support, tailored to individual needs.

### Augmented Reality Extern

Snap Inc.

Remote

March 2024 - April 2024

- Acquiring knowledge of digital storytelling principles and grasping the broader Augmented Reality field.
- Mastered creation of AR encounters through the design, development, and testing process, utilizing a diverse range of tools and 2D/3D resources and assets.

## PROJECTS & OUTSIDE EXPERIENCE

### AI Pokemon Player (Fetch AI Agent, PyTorch, PIP, Poetry, Uagents, CSS, HTML, Python, Machine Learning)

- Integrated front-end technologies including HTML, CSS, and JavaScript to assist players in Pokemon Showdown by suggesting optimal moves, given a current gamestate.
- Created an AI model that learns by parsing chat logs automatically obtained from the Pokemon Showdown website to suggest optimal moves based on previous gameplay data.

### AI Study Guide Generator (React, Node.js, Express, Supabase, Groq API, Full Stack)

- Developed a React-based web application that generates comprehensive study guides on any topic using AI.
- Integrated Groq's LLM for generating detailed study materials and implemented Supabase database for persistent storage and retrieval of study guides.
- Generated over **200** study guides across **50+** topics, reducing average study time for users by an estimated **30%** through focused, AI-curated content.

### Java-Based Communication App (Java, Socket Programming, Multithreading, GUI Design, Software Architecture)

- Developed a robust messaging application with real-time client-server communication, implementing a multithreaded server to handle concurrent client connections efficiently.
- Collaborated with two teammates to design and implement a responsive GUI with serializable Packet objects for structured message transmission and scalable chat system architecture.

## SKILLS

- **Languages:** C/C++, Python, HTML, MIPS, JavaScript, CSS, UNIX, Java
- **Frameworks:** React, Flask, PyTorch, Node.js, Next.js, Tailwind
- **Tools:** Github, Git, Figma, Canva, Plotly, Supabase, MongoDB, Eleven Labs
- **Other:** Agile, Object Oriented Programming, Web Design, APIs, Multithreading, AI, Machine Learning,