

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

Software Engineer 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 Intern

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 Helper (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.

ALS Publications Management Platform (React, TypeScript, Vite, SQLite, Node.js, CSS Modules, Data Visualization)

- Independently developed and deployed enterprise publication management system for Lawrence Berkeley National Laboratory with official government deployment, featuring real time DOI search and responsive visualization cards.
- Built full-stack architecture using React/TypeScript frontend, Node.js backend, and SQLite database, implementing admin dashboard and slideshow modes serving 500+ scientific papers for government research facility.

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, Java
- **Frameworks:** React, Flask, PyTorch, Node.js, Next.js, Tailwind, Express
- **Tools:** Github, Git, Figma, Canva, Plotly, Supabase, MongoDB, Eleven Labs
- **Other:** Agile, Object Oriented Programming, Web Design, APIs, Multithreading, AI, Machine Learning,