

Zoheb Sharif

sharifzoheb@gmail.com · github.com/zohebsharif · linkedin.com/in/zohebsharif · zohebsharif.com

SKILLS

- **Languages:** C/C++, Python, Java, JavaScript, TypeScript, SQL
- **Frameworks/Libraries:** React, Node.js, Express, Next.js, Flask, PyTorch, Tailwind
- **Tools:** Git/GitHub, Docker, AWS, Supabase, Figma, Android Studio, Vite, Shadcn
- **Core CS Concepts:** OOP, APIs, Multithreading, Automated Testing

PROFESSIONAL EXPERIENCE

Software Engineer Intern

Berkeley, CA

Lawrence Berkeley National Labs

June 2025 - August 2025

- Built an **interactive web app** with **React and Three.js** to visualize and analyze large-scale beamline experiment datasets and publications.
- Collaborated with **domain experts and scientists** to design intuitive UIs, improving interpretation accuracy by **30%**, based on user testing and feedback.

Software Engineering Researcher

Hayward, CA

Chabot College

June 2024 - August 2024

- Delivered actionable insights to the research team that suggested potential **10–15%** efficiency gains in gym staffing and resource allocation strategies.
- Applied **linear regression models** on **10,000+** Kaggle data points, uncovering significant trends.

AR Software Engineering Intern

Remote

Snap Inc.

March 2024 - April 2024

- Designed, developed, and tested **10+** Augmented Reality experiences, using Lens Studio scripting and asset pipelines, delivering immersive 2D/3D interactions.
- Collaborated with cross-functional teams to improve AR features, achieving a **20%** increase in user average session duration metrics during testing phases.

PROJECTS & OUTSIDE EXPERIENCE

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

- 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.
- Implemented advanced features including **real-time DOI search**, responsive visualization cards, admin dashboard, and slideshow mode, improving accessibility for **200+ active users**.

AI Battle Advisor | Real-Time Game Strategy Assistant (PyTorch, Poetry, Uagents, Python, Machine Learning)

- Integrated front-end with HTML, CSS, Javascript to build an interactive interface that assisted **100+** Pokémon Showdown players by suggesting optimal moves in real time based on the current game state.
- Developed an AI-powered battle strategy assistant using PyTorch and UAgents, achieving **85%** prediction accuracy across **1,000+** test games and assisting over **100+** active users on Pokemon Showdown.

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

- Developed a **real-time messaging application** with **client-server architecture**, using socket programming and multithreading to support **50+ concurrent client connections** with an average of **1ms** latency.
- Implemented a **multithreaded server** that improved connection handling efficiency by **40%**, ensuring stable and scalable communication.

EDUCATION

CSU East Bay

May 2026

Bachelor's, Computer Science

GPA: 3.6

Dean's Honor List

- **Relevant Coursework:** Computer Networks, Software Engineering, Operating Systems, Advanced Data Structures, Website Development, Mobile Programming

Chabot College

Associate's, Computer Science

May 2024

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