# **Zoheb Sharif**

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### **EDUCATION**

CSU East Bay May 2026 **GPA:** 3.6

Bachelor's, Computer Science

Dean's Honor List

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**

Berkeley, CA

Lawrence Berkelev National Labs

June 2025 - August 2025

- 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.

## **Software Engineering Researcher**

Hayward, CA

Chabot College

June 2024 - August 2024

- Delivered actionable insights that suggested potential 10–15% efficiency gains in gym staffing and resource allocation strategies.
- Analyzed the relationship between temperature and gym attendance across 10,000+ Kaggle data points, applying linear regression models to identify significant trends.

## **Augmented Reality Intern**

Remote

Snap Inc.

March 2024 - April 2024

- Designed, developed, and tested 10+ Augmented Reality experiences, applying a wide range of 2D/3D assets and creative tools to deliver immersive encounters.
- Collaborated with cross-functional teams to improve AR features, achieving a 20% increase in user engagement metrics during testing phases.

### PROJECTS & OUTSIDE EXPERIENCE

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

- Integrated front-end technologies to build an interactive interface that assisted 100+ Pokémon Showdown players by suggesting optimal moves in real time based on the current game state.
- Deployed AI agent with Fetch ai and Uagents framework, achieving ~85% prediction accuracy in test scenarios.

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

- Built full-stack architecture using React/TypeScript frontend, Node.js backend, and SOLite 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.

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** seamlessly.
- Implemented a multithreaded server that improved connection handling efficiency by 40%, ensuring stable and scalable communication.

#### SKILLS

- Languages: C/C++, Python, HTML5, XML, Kotlin, MIPS, JavaScript, CSS, Java, Zig, TypeScript, SQL
- Frameworks: React, Flask, PyTorch, Node.js, Next.js, Tailwind, Express
- Tools: Github, Git, Figma, Canva, Plotly, Supabase, MongoDB, Eleven Labs, Android Studio, Gradle, Vite
- Other: Object Oriented Programming, Web Design, APIs, Multithreading, Machine Learning, Automated Testing