









# Zuhab Wasim






## Languages

-  Java
-  C#, C
-  Python
-  Visual BASIC
-  SQL
-  HTML, CSS
-  Javascript

## Tools

-  AWS
-  Unity
-  Postgres
-  PyTorch
-  Tensorflow
-  React JS
-  Ruby on Rails
-  Mongo DB

## Information

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## Interests

Languages, piano, composing music, indie games, star gazing

## Experience

### BiblioCommons

May 2020—Aug 2021

*Software Developer*

- Spearheaded library integration with web frameworks, Android apps, and iOS apps.
- Centralized all implementations of over 20 libraries onto the BiblioCommons products.
- Formalized meticulous notes of the process and paved the way to streamline integrations.
- Consulted clients for technical assistance including opting in for on-call for emergency issues.
- Expedited client networks to faster AWS cloud solutions for 40 libraries.
- Handled multiple implementations in a timely manner to earn an employee “star”.

### FIRST Robotics

Sep 2015—Jun 2017

*Founding Member and President*

- Led the new team to achieve Rookie All-Stars and compete in the world championships.
- Overhauled robot components to improve performance to regional quarter finalist status.
- Supervised robot construction, hardware integration, and feedback loop programming.
- Coded PID controllers with Java to handle movement precisely with console controllers.
- Worked closely with industry engineers to design solutions to that year's competition.

## Projects

### Lighter Souls

May 2022

[zuhab.itch.io/lightersouls](https://zuhab.itch.io/lightersouls)

- Facilitated a team of 9 members to create a game with C# and Unity.
- Accomplished a full metroid-vania inspired game in one week for T.O. Jam 2022.
- Handled all player movements, controls, and animation integration.
- Actualized the final boss sequence and implemented necessary AI.

### Reflection

Jan 2022—Apr 2022

[zuhab.itch.io/reflection](https://zuhab.itch.io/reflection)

- Oversaw a 10-person team of developers, musicians, and artists to design a full game 3 months.
- Leveraged Unity and C# to craft a 30-minute narrative/puzzle campaign from scratch.
- Showcased in the XP Game Summit, reaching 600 views and 150 downloads.
- Planned development workflows for each member to be the term's most productive team.
- Recognized as the most stand-out game of the semester by developers from industry.

### Skinformation

Jan 2019

*Delta Hacks V*

- Developed an Android app in 24 hours and awarded the “Best Healthcare App” of the hackathon.
- Programmed a Java-based front-end to use camera input to identify 10 different diseases, their severity, and symptoms in seconds.
- Leveraged Microsoft's Azure AI with Tensorflow to accomplish a 96% accuracy rate in distinguishing healthy moles from cancer.

### Speech Chess

Sep 2019

*Hack the North 2019*

- Reimagined an accessible type of chess incorporating Microsoft's Azure AI in 24 hours.
- Leveraged Azure speech recognition to control Chess with verbal commands.
- Designed a rudimentary Python parser that detects variations to still output the desired move.

## Education

### University of Toronto

Sep 2017—Aug 2022

*Honours Bachelor of Science in Computer Science, Minor Mathematics*

- Video Game Design
- Web Development
- Artificial Intelligence
- UX/UI Design
- Software Design Principles
- Machine Learning