


# Zuhair Shaikh

San Francisco, CA 94102

 [zuhairshaikh.me](http://zuhairshaikh.me)

 [linkedin.com/in/zuhairshaikh](https://www.linkedin.com/in/zuhairshaikh)

 [github.com/ZuhairS](https://github.com/ZuhairS)

 415-786-9750

 [zuhair.a.shaikh@outlook.com](mailto:zuhair.a.shaikh@outlook.com)



## SKILLS

JavaScript • Ruby • React.js • React-Native • Redux.js • Ruby on Rails • Node.js • Express.js  
PostgreSQL • MongoDB • SQL • jQuery • Git • HTML5 • CSS3 • SASS • Heroku

## SOFTWARE PROJECTS

### **Zwitch.tv**

[Live Site](#) | [Github](#)

*A video-streaming web app inspired by Twitch.tv, built using Ruby on rails on backend and React Redux on frontend*

- Mimicked video streaming functionality by incorporating YouTube API through utilization of React YouTube module as a wrapper.
- Achieved real-time live chat functionality by seamlessly integrating Rails Action Cable in order to create Pub/Sub links between users in channels.
- Enabled instant preview of channel features by appropriating redux lifecycle methods.

### **BracketRunner**

[Live Site](#) | [Github](#)

*A tournament bracket-runner mobile app built as a team using Node.js/Express.js on the backend and React-Native/Redux on frontend*

- Allowed populating brackets with links to player profiles if user exists in database using MongoDB queries and custom built promises.
- Set up the entire backend to allow for full CRUD functionality for both bracket and user models.

### **Kablamo**

[Live Site](#) | [Github](#)

*A physics-based interactive game built using Vanilla JavaScript and Matter.js*

- Implemented intuitive control scheme that uses event listeners on each render of the simulation to check for relative mouse positioning.
- Wrote Enemy AI logic that responds dynamically to player aggressiveness.

## ENGINEERING PROJECTS

### **NASA Electric Aircraft Design Competition**

Jan 2015 - Aug 2015

- Coordinated five engineering students through design of a custom realizable electric aircraft within a specific set of NASA proposed constraints.
- Created and led presentations in an annual engineering design exhibit in front of reputable guests from within the industry to positive reception.

### **EMU and SAFER Space Vehicles Performance Analysis**

Oct 2015 - Dec 2015

- Directed three engineering students using a systems engineering approach modelled by NASA in order to research performance under optimal and failure scenarios.
- Drafted and condensed detailed analysis reports for technical presentation in front of distinguished NASA and university researchers.

## EDUCATION

### **App Academy (August 2017)**

- Immersive software development course with focus on full stack web development.
- Rigorous program that accepts < 3% of all applicants.

### **University of California @ Davis (December 2015)**

*Bachelor of Science - Aerospace & Mechanical Engineering (Double Major)*

EIT (Engineer-in-Training) Certified - California, June 2016