ANHAR SAIF

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EDUCATION

University of California, Berkeley

Bachelor of Arts in Computer Science **GPA:** 3.3 December 2024

Relevant Coursework: Efficient Algorithms, Internet Protocols, Computer Security, Introduction to AI

SKILLS

Technical Skills: Python, Java, Go, React, Typescript, Javascript, GraphQL, SQL, Docker, Git

ENGINEERING EXPERIENCE

WeaveGrid – *Full Stack Software Engineer Intern* June 2024 – August 2024

- Launched a full-stack feature to display notifications and driver actions, bridging frontend and backend components.
- Designed and developed new GraphQL APIs in Python to expose new data sources, contributing to backend architecture.
- Provided visibility into driver interactions, cutting troubleshooting time for better driver customer support experience.
- Developed an optimized algorithm to efficiently load recent events across multiple data sources, improving performance.
- Collaborated with designers and product managers to bring design to life using React, Typescript, and GraphQL.

Nextdoor – *Backend Software Engineer Intern* May 2023 – August 2023

- Drove user app engagement for apartment residents by implementing a server-driven card carousel tutorial in Django, engaging 20,000 users across 500 high-rise apartment buildings.
- Collected user sentiment data for targeted users by implementing survey poll user interfaces in Django.
- Led project design and planning and collaborated with designers and project managers.
- Used GraphQL on the Django server to facilitate UI changes for web and mobile. Exceeded 80% test coverage.

Liminal Insights – *Software Engineer Intern* June 2022 – August 2022

- Pipelined battery monitoring data and implemented an internal dashboard using Python and data visualization libraries, improving battery machine calibration time by 30%.
- Wrote a technical spec for dashboard with user requirements and user flow in collaboration with electrical technicians.
- Continuously improved dashboard functionality by gathering feedback, enhanced features, and reduced bugs.

PROJECTS

Secure File Sharing System – *Golang*

- Designed and developed an encryption service for storing, loading, sharing, appending, and revoking access to files.
- Ensured data integrity, authenticity, and confidentiality by applying secure encryption algorithms
- Wrote a design document with a table of encryption key derivations and purpose for each persistent data type. Drew an access revocation flow chart showing the changing relationships between class components.

Pacman AI – *Python*

- Developed a self-learning AI Pac-Man agent to win a game of Pac-Man optimally.
- Utilized reinforcement learning and popular graph and search algorithms (DFS, BFS, A*).

Build Your Own World – *Java*

- Programmed a 2D tile-based exploration game featuring randomized world generation, saving and loading features, a point system, and dynamic enemy AI.

EXTRACURRICULARS

ANova – *Curriculum Developer & Mentor* August 2022 – Present

- Mentored 30+ students from under-resourced schools in Python through classroom settings and interactive projects.
- Revised and updated Python and Web development courses and created supplemental materials.

Self-EStem – *Facilitator* June 2021 – July 2021

- Tutored 50+ students in Scratch, a block-based programming tool. Led interactive robot building kit workshops.