Aurangzeb Malik

Undergraduate CS student

Student eager to work on meaningful projects that have an impact on day-to-day lives of people.

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EDUCATION

BS in Computer Science

University of Colorado - Boulder (05/2021)

Courses

- CSCI 2275: Data Structures
- CSCI 2400: Computer Systems
- CSCI 3308: Software Development & Tools
- CSCI 2824: Discrete Structures

PERSONAL PROJECTS

Cooki (Group Project) (05/2019)

- A web app to help users find recipes based upon dietary restrictions and ratings. Done using Node.js, it worked with a Heroku PostgreSQL database with a users, recipes, ingredients, dietary flags, and reviews table. I designed the the major home page HTML and CSS, in addition, the user login/register system using async functions, Passport.js, and bcrypt for password encryption.
- Key structures/technology: PostgreSQL, Node.js, Async JavaScript, Arrays, and HTML/CSS.

MemeMaps (HackCU) (03/2019 – Present)

- A web app made in HTML, CSS, and JavaScript. The idea was to group popular images (memes) by locations which would show up as bubbles (much like Snapchat Geo Stories). Bubbles would open a modal containing popular images to be grabbed from twitter meme pages. Maps usage was done using the Google Maps API. App was hosted on a CentOS LAMP server, but is to be moved to Heroku and to be restructured into a Node.js project. Started at a hackathon, I will continually work on this during my free time.
- Key structures/technology: HTML/CSS, Google Maps API, and JavaScript.

Techs Inventory (CSCI 2275) (11/2018 – 12/2018)

- I designed an inventory system that implemented structs, queues, vectors, and hash functions to allow a user to login in and check out tech items. If all units of an item were used up users are automatically assigned to a queue of users which would pop upon the item being returned. Items were put in the respective vectors via a hash function. There was a struct for items that had a queue and a vector acting as a log of the users that last used it (in chronological order).
- Key structures/technology: C++ vectors, queues, stucts, and hash function.

An FBLA Students Life (02/2018 – 03/2018)

- Objective: make a game simulating the typical life of an FBLA student. This was my first project in Unity. I learned how to use the Unity physics, collision system, Unity Mecanim (using the provided raw mocap data), Unity UI, Unity materials, terrain development, C# coding, working with a free volumetric light package, working with 3D character models, and manually keyframing animations.
- Placed 5th at the FBLA (Future Business Leaders of America) State Leadership Conference for the Computer Game & Simulation Programming event (04/2018).
- Key structures/technology: C# Arrays.

SOFT SKILLS

Work Ethic | Team Player | Flexible | Agile Software Development

WORK EXPERIENCE

Buff Techs Technician, Office of Information Technology (10/2018 – Present)

Interacted with clients in person, both in the office and on dispatch cases, to help solve their IT challenges. Challenges include: desktop support on applications on Windows, Max, and Linux operating systems . Furthermore, did Android and IOS platform support.

ACHIEVEMENTS

Exceptional Student, Grandview High School (2018)

National AP Scholar, College Board (2018)

Third Place, Electronic Career Portfolio, FBLA State Leadership Conference (2017)

Outstanding Mathematician, Grandview High School (2017)

CERTIFICATES

Cisco Certified Network Associate (CCNA - ICND1 Certified)

Certified SOLIDWORKS Associate (CSWA)

LANGUAGES & TECH SKILLS

C++
Professional Working Proficiency

Java
Professional Working Proficiency

Javascript
Limited Working Proficiency

C#
Limited Working Proficiency

Linux Terminal
Limited Working Proficiency

Assembly (Intel & AT&T Syntax)
Limited Working Proficiency