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AYMEN RIZWAN

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EDUCATION

Stanford University *MA Learning, Design & Technology*   **Aug 2017 - Aug 2018**
GPA: 3.65, *Selected Coursework*: HCI Research, Data Analysis & Interpretation, HCI Design Studio, UI Design Project, Product Management Fundamentals

Lahore University of Management Sciences *B.Sc. Computer Science*   **Aug 2012 - May 2016**
Graduate Coursework: Data Mining, Technology & Entrepreneurship, Computer Graphics

WORK EXPERIENCE

Design & Development Intern at **Lightup** • San Mateo, USA   **Oct 2017 – March 2018**
Edtech startup making augmented reality based mobile games
- Designed and developed an augmented-reality based game in **Unity (C#)** to teach middle school children concepts underlying the conservation of energy

Product Manager at **Patari** • Lahore, Pakistan   **Jan 2017 – Aug 2017**
Pakistan's premiere music streaming service (runner up at World Startup Cup 2016)
- Led the migration of analytics to Google Big Query resulting in an **99.9%** boost in query performance
- Helped **launch** Patari Cheetay, a marketing effort geared towards students to become brand ambassadors that **increased user base by 10%** with **0 expenditure**
- Mentored intern on a project leading to a series of optimizations that resulted in **9x faster** loading times
- Spearheaded the task of implementing **100%** API test coverage across all user-facing endpoints
- Lead code reviews and deployments for a team of 3 developers

Software Engineer at **Patari**   **Jun 2016 – Dec 2016**
- Wrote the **node.js** API for several internal tools and user facing features including premium subscriptions
- Implemented the front end (**Angular**) for recommendation radio, search and several internal tools

Founder at **Maachisbum Studios** • Lahore, Pakistan   **Jun 2015- Jul 2016**
- Co-founded a small digital media agency which provided complete media solutions to **15** local businesses

Teaching Assistant   **Sep 2015- Aug 2018**
CS 193C – Client-Side Internet Technologies (*Stanford*), CS 493 – Technology & Entrepreneurship (*LUMS*), CS 340 – Databases (*LUMS*)

PROJECTS

Basheer
Led a team of 4 designers and engineers to create a smartphone game that teaches computational thinking to novice technology users. Results showed **a 50% increase** in usability compared to existing solutions *React, Phaser, Sketch*

Visualization of High Dimensional Data in Virtual Reality
Built an application that allows the user to visualize and analyze high dimensional network data in virtual reality and developed this project further into a visualization tool for network administrators. *Unity, C#*

Crowd funding Application
Designed the entire UI and then implemented it to build a crowd funding platform for Pakistan. *Angular, Node.js, MongoDB, Balsamiq*

Wanderlust
Worked in a team through full design and development cycle to build an alternative navigational mobile app to encourage exploration. *React Native, Sketch*

Technical Skills

Languages: Proficient with JavaScript, Python, HTML/CSS**.** Familiar with SQL, C++, Java
Technologies/Tools: Angular, React, Node, Docker, Git, Photoshop, Sketch, Principle, Adobe Premiere