

## EDUCATION

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- Stanford University** *MA Learning, Design & Technology* **Aug 2017 - Aug 2018**  
GPA: 3.65, *Selected Coursework:* HCI Research, Data Analysis & Interpretation, Visual Design Fundamentals, HCI Design Studio, Cognition in Interaction Design, UI Design Project, Product Management Fundamentals
- Lahore University of Management Sciences** *B.Sc. Computer Science* **Aug 2012 - May 2016**  
*Graduate Coursework:* Data Mining, Computer Graphics, Technology & Entrepreneurship

## WORK EXPERIENCE

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- Course Assistant at Stanford University** • Stanford, USA **June 2018 – Aug 2018**  
*CS 193C – Client-side Applications*
- Design & Development Intern at Lightup** • San Mateo, USA **Oct 2017 – March 2017**  
*Edtech startup making augmented reality based mobile games*
- Designed and developed an augmented-reality based game in Unity to teach elementary/middle school children about 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 approximate **99.9%** boost in query performance
  - 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 for recommendation radio, search and several internal tools
- Course Assistant at Lahore University of Management Sciences** • (Lahore, Pakistan) **Aug 2015 – May 2016**  
*CS 340 Databases and CS 493 Technology & Entrepreneurship*
- Founder at Maachisbum Studios** • (Lahore, Pakistan) **Jun 2015- Jul 2016**
- Cofounded a small digital media agency to provide complete media solutions to local businesses. Served up to 15 clients. My work primarily involved videography & video editing.

## PROJECTS

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| <b>Basheer</b><br>Led a team of 4 designers and engineers through full design and development cycle to create a smartphone game that teaches computational thinking to novice technology users. <i>React, Phaser</i> | <b>Visualization of High Dimensional Data in Virtual Reality</b><br>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. <i>Unity, C#</i> |
| <b>Crowd funding Application</b><br>Designed the entire UI and then implemented it to build a crowd funding platform for organizations in Pakistan. <i>Angular, Node.js, Photoshop</i>                               | <b>Wanderlust</b><br>Worked in a team through full design and development cycle to create alternative navigational mobile app to encourage exploration. <i>Javascript, HTML, Sketch</i>   |

## Technical Skills

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**Languages:** Proficient with JavaScript, Python, HTML/CSS. Familiar with SQL, C++, Java

**Technologies/Tools:** Angular, React (familiar), Git, MongoDB, Photoshop, Sketch, Principle, Adobe Premiere