

EDUCATION

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

Course Assistant at Stanford University • Stanford, USA **June 2018 – Aug 2018**

CS 193C – Client-side Applications

Design & Development Intern at Lightup • San Mateo, USA **October 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

Basheer

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. *React, Phaser*

Crowd funding Application

Designed the entire UI and then implemented it to build a crowd funding platform for organizations in Pakistan. *Angular, Node.js, Photoshop*

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#*

Wanderlust

Worked in a team through full design and development cycle to create alternative navigational mobile app to encourage exploration. *Javascript, HTML, Sketch*

Technical Skills

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

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