BILAL KAZI

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Education

M.Eng. Computer Science (Ongoing) · September 2015 - July 2019
Completed Year 1 and 2 with a 2:1
University of Bristol - Bristol, United Kingdom

High School Examination · June 2013 - May 2015
Distinction (90%)
Indian School Certificate (ISC)
Jamnabai Narsee School - Mumbai, India

Skills

Proficient: JavaScript, Java, C, Python, Haskell, HTML & CSS (Sass), Git

Familiar: R, Ruby, SQL, MongoDB, MATLAB

SDKs and Frameworks: React, Jasmine, Enzyme, Android, Polymer

Additional Certifications

Associate Android Developer
Google Developers Certification

Neural Networks and Deep Learning
deeplearning.ai · Coursera

Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization
deeplearning.ai · Coursera

Structuring Machine Learning Projects
deeplearning.ai · Coursera

Machine Learning
Stanford University · Coursera

M101JS: MongoDB for Node.js developers
MongoDB University

Introduction to R
Microsoft · edX

Ruby on Rails: An Introduction
Johns Hopkins University · Coursera

Projects

Kukatune · Team of 6

- A music request web app developed for a client as part of the Software Engineering Project
- Used React, Redux, Webpack, GraphQL, and ExpressJS
- Social media aspects like a feed and location based event recommendation
- Responsible for front end design and animations and implementing offline functionality using Service Worker

React Layout Transition

- An open source library for simplifying layout transitions in React
- Created the library to improve the developer experience around animations on the web
- Uses TypeScript for static type checking and Jasmine and Enzyme for testing
- Github Stars: 7

Recycling Android App · Team of 5

- Won the prize for Best Environmental Impact in the 24 hr. Hackathon by Boeing and Computer Science Society Bristol
- Android app that gives users information on how to recycle items by scanning their barcode and using current location for local council recycling rules
- Responsible for implementing the views of the app and handling data flow between app and server

Scotland Yard Game Project · Team of 2

- Coursework for the Programming and Algorithms unit which involved creation of the model of the Scotland Yard board game to complete the provided MVC framework and an AI system to play the game.
- Implemented the use of ThreadPools and other classes from the Concurrent package to improve performance of the Monte Carlo tree search algorithm along with heuristically scoring each board.

Bettering Magazine Website

- Created the website of Bettering Magazine, a non-profit magazine based in Bristol which helps local charities.

Involvements

DigiMakers Bristol · October 2015 - present
Conducts workshops for children aged 7 – 17 where they are given an introduction to creating websites using HTML and CSS with the help of Bootstrap

Manor JCR Committee · May 2016 - April 2018
Serving as President(2017/18) of a committee of 11 memebers that handles the social and recreational activities of around 300 undergraduate residents of Manor Hall of Univeristy of Bristol.
Previously served as an International Representative with the special duty towards international students.

Volunteer at Anant Vikas - Mind Genius Trust Initiative · June 2013 - January 2014
Student volunteer at Anant Vikas who along with United Nation Volunteers addresses challenges of extreme poverty and rural development in India