

# SAM QURESHI

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## Education

### University of Guelph

Bachelor of Computing

Sep. 2026 – May 2027

Guelph, Ontario

### George Brown Polytechnic

Adv. Diploma in Computer Programming and Analysis

Jan. 2024 – April 2026

Toronto, Ontario

## Relevant Coursework

- |                                |                        |                           |                   |
|--------------------------------|------------------------|---------------------------|-------------------|
| • Data Structures & Algorithms | • Software Methodology | • Artificial Intelligence | • Web Programming |
|                                | • Database Management  | • Computer Security       | • Computer Logic  |

## Experience

### Paulos Poetry

Backend Developer

Aug 2024 - Nov 2024

Toronto, Ontario

- Spearheaded the development and implementation of the complete backend including MongoDB and NodeJS.
- Enabled a 20% increase in poem submission speed through Express API optimizations
- Boosted content delivery efficiency by doubling performance by rewriting original site with new more flexible backend supporting faster content delivery

### Toronto Metropolitan University

Hardware & Software Analyst Intern

Sept 2022 - April 2023

Toronto, Ontario

- Played a crucial role in designing an internal database for managing sensitive information, cutting data entry errors by 15% via enhanced validation.
- Led the deployment of over 50 new devices, ensuring all hardware adhered to policy and compliance standards.
- Managed the secure decommissioning of outdated hardware, safely wiping over 100 devices, with zero security incidents.

## Projects

### Serenity+ | Swift, SwiftUI, SwiftData | <https://apps.apple.com/us/app/serenityplus/id6754047372>

2025

- Shipped a privacy-first iOS mood and habit tracking app, engineered with a local-first architecture to keep all user data entirely on-device.
- Developed modular feature flows for check-ins, streaks, and journaling using SwiftUI state patterns (MVVM-style), improving UI reliability and maintainability.
- Implemented fast data persistence and querying with SwiftData, including filtering, sorting, and aggregation for insights and history views.
- Added reminders via local notifications with user-configurable schedules, improving habit adherence workflows without requiring backend services.

### cwood-corex (Chess Engine) | C++20, Algorithms, Multithreading, CMake | <https://lichess.org/@/cwood-corex>

2025

- Built a high-performance chess engine in modern C++20 with a UCI interface, enabling compatibility with standard chess GUIs and automated testing workflows.
- Designed and optimized a game-tree search system using iterative deepening and alpha-beta pruning, improving decision quality and throughput under time constraints.
- Improved performance through caching (transposition table with Zobrist hashing), efficient move ordering heuristics, and multi-threaded root search to increase nodes-per-second.

## Technical Skills

Languages: Python, Java, C++, C#, Swift, TypeScript/JavaScript, SQL

Developer Tools: IntelliJ, XCode, Heroku, Oracle Cloud, EAS

Technologies/Frameworks: Linux, Jenkins, Git, JUnit

## Leadership & Activities

### Student Ambassador

George Brown Polytechnic

2025 – Present

Toronto, Ontario

- Supported students with technical troubleshooting, account access, and device setup across campus services.