

# SAM QURESHI

📞 647-916-2963

✉️ [saminm.queshi@gmail.com](mailto:saminm.queshi@gmail.com)

🌐 <https://www.linkedin.com/in/saminqueshi/>



<https://github.com/blitzwolfz>

## 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
- Database Management
- Artificial Intelligence
- Computer Security
- Web Programming
- 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- Managed the secure decommissioning of outdated hardware, safely wiping over 100 devices, with zero security incidents.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.