

# Faizah Sayyid

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## EDUCATION

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### University of Toronto

Toronto, ON

*Bachelor of Science, Computer Science*

*May 2024*

- High School GPA: 95%
- **Relevant Coursework:** Object-Oriented Programming/Design, Discrete Mathematics, Linear Algebra, Calculus with Proofs, Digital Logic
- **Scholarships:** Ted Mossman Scholarship, High School Internal Scholarship - Staff Award

## TECHNICAL SKILLS

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**Programming Languages:** Python, C#, Java, Visual Basic, HTML, CSS, JavaScript

**Software & Tools:** GitHub, LaTeX, Unity, Adobe Photoshop, Final Cut Pro, Clip Studio Paint

## PROFESSIONAL EXPERIENCE

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### Kindred Systems Co-op Experience/Internship

Toronto, ON

Robotic Pilot Technician

July - August 2019

*This company creates robots that are programmed with machine learning algorithms to pick up clothing items, scan their bar codes, and sort them into cubbies that are designated to a specific customer's online purchase order.*

- Increased accuracy of the machine learning algorithm by remotely aiding robots with decision making in situations that the algorithm had not previously encountered.
- Worked with engineers and developers on testing new models and systems by preparing and maintaining batches of testing materials.

### A&E Academy

Toronto, ON

Math and Physics Tutor

August 2020 – Present

*Tutoring Centre: Prepares and encourages students to learn and engage with their classwork more confidently.*

- Assisted students with their school work by recognizing their misinterpretations, re-teaching difficult concepts, and providing them with problem solving techniques and strategies to approach certain problems.
- Taught students in all grades (1 - 12), especially high school students taking Functions, Advanced Functions, Calculus, and Grade 11 & 12 Physics.
- Mentored a group of students over the course of a school year.

## EXTRA CURRICULAR

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### Computer Science Recognized Study Group

Toronto, ON

*Group Leader/Organizer*

*August 2020 – Present*

- Organized weekly study sessions with a group of six Computer Science students.
- Applied collaborative learning techniques to create engaging ways to review course content and work on programming problems as a group.

### Game Design and Development Club

Toronto, ON

*Club Member*

*Sept 2020 - Present*

- Participated in utGDDC Game Jam 2020. Created a 2D - platforming game called "Slime Climb" with a team of five. Was the lead programmer for this project.

### High School Art Club

Toronto, ON

*Artist/Workshop Coordinator*

*September 2016 - June 2020*

- Participated in and helped coordinate bi-weekly art workshops including figure drawing, printmaking, digital painting, animation, etc.
- Designed the club's logo and hoodie for 2020.