FAAIZ ABDULLAH
COMPUTER SCIENCE & INTERACTIVE SYSTEMS

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ABOUT

Bringing 3+ years of experience in software development, I deliver user-centered applications that are accessible, functional, and engaging. My skills include front-end development, full-stack projects, and turning ideas into seamless digital experiences.

TECHNICAL SKILLS

Languages: Java, JavaScript, Processing, React, Node.js, Python, C++, HTML, P5.js, Tailwind CSS
Databases: Firebase, MongoDB, AWS, SQL, MySQL, SQLite
Tools: Git, GitHub, REST API, Figma, VS Code, Eclipse IDE, Arduino, Postman, Redux

PROFESSIONAL EXPERIENCE

Coding Instructor
October 2024 - present
Zebra Robotics

- Taught project-based workshops on robotics and hardware programming for school-aged kids and teenagers, simplifying engineering and programming concepts.
- Developed and tailored lesson plans to match varying skill levels, helping each student progress at a comfortable and challenging pace.
- Provided constructive feedback and one-on-one support, helping students overcome challenges and improve project outcomes.

KEY PROJECTS

Co-developer
October 2024 - November 2024
Football Wizard

- Developed an **AI** chatbot that provides users with Premier League statistics on any player.
- Automated the extraction of **10,000+** player stats from the Premier League website using **Python's Selenium** library, improving data collection efficiency by **85%**.
- Processed raw data into structured **CSV** files, reducing data retrieval and update times by **40%**.
- Managed the project on **GitHub**, enhancing collaboration efficiency and cutting versioning errors by **25%**.

Co-developer
September 2024 - present
Study Spotr

- Co-developed Study Spotr, a global study/work spot finder with a streamlined front-end and back-end
- Integrated **Mapbox API** for interactive maps and precise location markers.
- Boosted backend response times by **78%** through optimized **API** queries and **middleware.**
- Collaborated on **GitHub** to efficiently organize version control.

Full-stack developer
July 2024 - August 2024
PharmaBotics

- Engineered a smart medical pill dispensing system utilizing **Arduino** technology for professional healthcare.
- Designed and implemented a **React.js** front-end and **Node.js** backend, cutting system downtime by **20%**.
- Streamlined patient and doctor data management with **Google Firebase**, enhancing accuracy by 30%.

Game developer
July 2024 - August 2024
Phat Burgeria

- Built a first-person burger-making simulator in **Java**, achieving **95%** stability in testing.
- Applied fractals and Perlin noise algorithms to create visually realistic textures, enhancing immersion by **30%**.
- Optimized object rendering with **Graphics2D**, reducing frame lag by **20%** for smoother gameplay.
- Designed an intuitive UI, leading to a **40%** increase in playtime based on user feedback.

EDUCATION

Simon Fraser University
September 2023 - August 2026 (Expected)
Surrey, BC

BSc, Interactive Arts and Technology

- **Concentrations**: AI and Data Science for Human Centered Systems, Design and Development for Web and Mobile
- **Relevant Coursework:** Data Structures, Digital Games Multimedia Programming, AI and ML Applications
- **Activities:** Director of Marketing & Media at SFU Muslim Students Association