

Faik Zaim

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EDUCATION

University of Bristol

Computer Science (Bachelor of Science)

1st Year: 80.7% (First Class)

Modules Taken: Maths A, Maths B, Computer Architecture, Imperative and Functional Programming, Object-Oriented Programming and Algorithms I, Software Tools

- Awarded The Netcraft Prize for the Top 10 Students in Year 1 Computer Science

Bristol, UK

June 2026

High School - English School Nicosia

A-Levels: Turkish(A*), Maths(A*), Further Maths(A), Physics(A) and Economics(A)

- Received the Founder's Day Prize for Computer Science, Economics and Turkish
- Competed in the 2021 Ritangle Math Competition reaching the final stage and using Python to solve questions

Nicosia, Cyprus

July 2023

PERSONAL PROJECTS

3D Renderer in C++

- Developing a 3D renderer from scratch without using graphic APIs in my free time to gain a deep understanding of the theory underlying 3D rendering
- Following the 12-week programme from the book **Computer Graphics: Principles and Practice (3rd Edition)**
- Learnt about calculating radiance, Fresnel's equation, BSDF, and the rendering equation

Unity Game Development using C#

Created various small games and prototypes such as:

- Flappy Bird replica with object pooling implemented for optimisation
- First person shooter with realistic recoil mechanics
- Platformer with features like coyote time and variable jump height for responsive controls

Shape Recognition using OpenCV and Python

- Created a simple program that processes real-time video from a webcam, applying various filters for object classification and identify shapes based on their properties
- Research algorithms such as Gaussian blur, Sobel operator and Canny edge detection, learning how OpenCV works under the hood

UNIVERSITY PROJECTS

Texas Instruments - Human Stance Recognition

- Collaborating with a client from Texas Instruments to create and train a machine learning model that classifies human stances using their mmWave radar sensors
- Utilising PyTorch and Texas Instruments' SDK, working with both hardware and software

Scotland Yard AI using Java

- Utilised various design patterns to write readable and maintainable code and implemented the rules of the board game Scotland Yard
- Developed AI using BFS for pathfinding and implemented a minimax algorithm enhanced by alpha-beta pruning for optimisation

Game of Life using Go

- Developed parallel and distributed versions of Conway's Game of Life scalable across different numbers of threads/workers
- Processed keypresses from the user in real time and handled the display of the current state using SDL
- Utilised AWS for the distributive part of the project

SKILLS

- C, C++, Python, C#, Java, Haskell and Go
- Blender (3D modelling), Adobe Illustrator, Canva, fluent in Turkish and English

WORK EXPERIENCE

University of Bristol

Bristol, UK

Global Lounge Ambassador

September 2024 - Present

Global Lounge is a multicultural hub for University of Bristol students

- Demonstrated leadership skills by running campus and city tours and tailoring them to the specific needs of students, showcasing flexibility
- Helped run cultural events such as Korean Culture Day, taking initiative and thinking quickly on the spot when needed
- Exhibited strong communication skills while welcoming and helping international students from diverse cultural backgrounds

ATL Solutions

Nicosia, Cyprus

Tech Intern

June 2022 - July 2022

- Gained hands-on experience with hardware, deepening my understanding of computer architecture
- Helped set up a large Wi-Fi network for a hotel, learning more about the OSI model and firewall systems from experts

VOLUNTEER WORK

Computer Gaming Society

Bristol, UK

Social Secretary

September 2024 - Present

- Enhanced my teamwork skills by cooperating with other committee members
- Organised large socials for our 100+ members, creating a welcoming atmosphere for making new friends
- Used Canva to advertise the society's events

The First Lego League

Nicosia, Cyprus

Volunteer

June 2022 - June 2022

- Assisted in setting up and running a bi-communal event aimed at teaching engineering and programming in the UN controlled area of Cyprus where young people from both Turkish-speaking and Greek-speaking communities participated
- Promoted interaction between communities and helped facilitate peacebuilding activities