Faizah Sayyid

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Technical Skills

Programming Languages: Python, Java, C#, HTML, CSS, JavaScript
Software & Tools: GitHub, Unity, PyCharm, Visual Studio, VSCode, MySQL

Education

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

Professional Experience

Kindred Systems Co-op Experience/Internship Toronto, ON
Robotic Pilot Technician *Jul - Aug 2019*

- 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 *Aug 2020 – Present*

- 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

Computer Science Recognized Study Group Toronto, ON
Group Leader/Organizer *Aug 2020 – Present*

- Organized weekly study sessions which incorporated collaborative learning techniques in order create engaging ways to review course content and work on programming problems as a group.

Projects

 # Climate Change | *Python, twarc, nltk, Twitter API* *Nov - Dec 2020*

- The question we explored for this project was: What can Twitter tell us about public conversations on climate change in the United States?
- Worked with a team of four to create a visualization of the distribution of tweets surrounding climate change in the United States over time.
- Started with a large dataset of tweet ids related to climate, and then used twarc in order to "hydrate" those tweets. Processed the hydrated tweets in order to find the key words and phrases as well as their popularity in different locations and dates.

Slime Climb | *C#, Unity* *Oct 2020*

- 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.
- Created in 72 hours
- The main game mechanic revolves around the theme of the game jam, "sacrifice". Players can sacrifice their size and mass, in order to jump higher, or to attack enemies. However, if they lose too much mass, the game will end.