FAZIL AZHAR

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EDUCATION

University of California, Berkeley *(August 2013 - Present)*
Undergraduate Student - Intended B.A. Computer Science
Current GPA - 3.33
Santiago High School *(August 2009 - May 2013)*
Graduating GPA - 4.59

PROJECTS

Streams | Ruby on Rails Application

- Visit streams-app.herokuapp.com to view application.
- Built system for users to post to and follow conversations. Authenticated users using OmniAuth with Facebook, Twitter and Google sign in.

Network | Scheme

- Developed a functional implementation of the game Network done in Scheme.
- Created an ai with game tree search alpha-beta pruning
- Implemented depth-first-search on an adjacency list representing a graph for the purpose of checking win condition between phases of the game.
- Extensive use of higher order functions

Rainbow Run | Intel Wearable Games Hackathon

- I worked on implementing input for the game using Intel's Galileo board as the interface between our hardware and software.
- Our team used Drumpants sensors to detect if a player was running and an accelerometer to detect if player was switching lanes.
- Responsible for delivering a live presented of our game at Intel's GDC 2014 booth.

RELEVANT COURSEWORK AND EXPERIENCE

Data Structures | University of California, Berkeley *(January 2014 - May 2014)*

- Language: Java, Focus on composition of large programs.
- Built algorithms for Alpha-Beta pruning in game tree search.
- Designed run length encoding system for gray-scale images .
- General overview of algorithms associated with data-structures.

Computer Science 61A | University of California, Berkeley *(August 2013 - December 2013)*

- Language: Python, Focus on structure and interpretation of computer programs.
- Overview of general programming paradigms (i.e. Object Oriented, Functional, Declarative)

AWARDS

- Winning team at Intel Wearable Games Hackathon for Rainbow Run | March 2014

RELEVANT SKILLS

- Languages: Java, Python, Scheme, HTML, CSS, Javascript
- Frameworks: Ruby on Rails