Saif Hussain Mir

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Saif Mir

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Education _

Current | 2nd year student pursuing Masters of Engineering in Computer Science at University of Manchester Expected year of graduation 2021

December 2016 | Completed Secondary education with 84.3%

Projects _

Jan-May 2018 | First Year Project - SmartBudget

Worked in a team of 6 to make a web application that works with your bank to help manage your budget. We used Truelayer API to connect with the bank, HTML, CSS and JavaScript for front-end and Laravel framework and MySQL for the back-end. I worked on the front-end and making the web application user friendly. We are gonna continue working on it further.

June-Current | KilburnCache

Working with some friends to make a treasure hunt like capture the flag android application. The final product will have the user find NFC tags or QR codes hidden inside our department building to unlock a capture the flag like challenge. We are making it using Java in android studio.

Extracurricular Activity _

Hackathons | LeedsHack 2018 - Won the best student hack for making an escape room game with unity in C#. No one in our team had worked in unity before and it was my first time working with C#.

> Local Hack Day Manchester 2017 - Made a messenger bot and learned about the Facebook API.

> GreatUniHack 2017 - Made a text-based PvP game in python. I had never worked with python before this.

CSSoc & HackSoc | As a committee member of CSSoc I help organize various events. I have also worked with the HackSoc and helped organize StudentHack 2018. Aside from this I also have experience with volunteer work for such events.

Other Activities | I have participated in various competitions, like Capture the flag, Google Hash Code and FX-Challenge, and thus gained a lot of experience. Before university I helped my school organize quite a few events and was awarded student of the year award.

Skills

Programming & Web | Java, Python, HTML, CSS, PHP, MySQL Basic knowledge of C# and JavaScript

OS & Tools | Linux, Windows, OSX, MT-X, MS-Office, Unity, Android Studio, Visual Studio, Git

Some basic knowledge of Unreal Engine