Kainat Faisal

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Summary

Adaptable Computer Science student with considerable expertise generating first-class results. I meet job demands and deadlines via dedicated work-ethic and great attention to excellence. I am a detail-oriented adept at making crucial choices, managing timelines and conducting team evaluations. With competence in analytical and quantitative problem-solving skills, I am committed to corporate growth and improvements.

Academic Qualification

2022 – Present: Bachelor's in Computer Science FAST - National University of Computer and Emerging Sciences (NUCES). 2020 – 2022: Nixor College - A levels in Sciences and English Literature
2016 – 2020: St. Joseph's Convent School - O levels in Sciences

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Technical Hands-on and Personal Skills

- Proficient in C, C++ for developing algorithms and data structures
- Proficient in Assembly Language
- Proficient in Object Oriented Programming
- Proficient in PYTHON (matplotlib, pandas, numpy, tkinter)
- Proficient in HTML and CSS for web development
- Proficient in Javascript and its frameworks (Node.js, React.js) for web development
- Proficient in Shell Scripting and Operating Systems
- Proficient in Algorithm Implementation
- Proficient in testing and debugging

Experience

- Software Engineering Fellow (July 2024-Sept 2024)

1. Built 5+ AI apps and APIs using NextS, OpenAl, Pinecone, StripeAPI with 98% accuracy as seen by 1000 users
2. Developed projects from design to deployment leading 4+ engineering fellows using MVC design patterns
3. Coached by Amazon, Bloomberg and Capital One engineers on Agile, C/CD, Git and microservice patterns

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Personal Projects

- Created a **Digital dictionary as a DSA project**:

Implementing a spell checker using a hash table in **C++** to efficiently store words, allowing users to read a dictionary file and receive suggestions for misspelled words.

- Developed a **Unix Shell as an Operating Systems project**:

C program that simulates a Unix shell environment, allowing users to execute commands. It includes functionalities like executing built-in commands (e.g., exit, help, cd), handling input/output redirection, and supporting parallel command execution.

- Created a **GUI based python project** on the development of a **Turing machine for string manipulation** :

Python code that allows users to input a string, perform operations on it using the Turing machine methods, and display the results visually on a tape-like display.

- Created a **Space Shooter Game** as a **Computer Organization and Assembly Language (COAL) project**:

Based on **Assembly Language** and uses an 8086 processor, Irvine library, stack 1024, and .386.

- Created a **Sudoku Game** as an **OOP (Object Oriented Programming) project**:

A **C++ program** that could generate Sudoku puzzles at different difficulty levels.