

# Syed Kamran Mahboob

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## Education

**The University of British Columbia, September 2017 - November 2022**

- Bachelor of Arts: Major in Cognitive Systems, Minor in Economics

## Experience

**Infosys - Full Stack Associate Developer**

**October 2022 - November 2023**

- Developed and debugged Java back-end code for a rental application, enabling efficient rental management by tracking occupancy status, tenant information, and dynamically estimating prices for new buildings based on facilities and bedroom count
- Created a scalable Python algorithm to facilitate train ticket bookings by identifying the most cost-effective path between destinations, optimizing customer travel expenses
- Managed incidents and created UI Forms with customized UI actions to streamline data entry processes in ServiceNow using JavaScript for client side and server side scripting.

**UBC - COGS 300 Teaching Assistant**

**January 2022 - April 2022**

- Led a weekly lab consisting of 20 students and taught fundamental coding principles from scratch using C# and VSCode while focusing on development of teamwork and communication skills
- Developed virtual robot simulations for practical application of coding logic in Unity, implemented TensorFlow and PyTorch libraries to teach neural network and machine learning functionality through General Adversarial Network and Reinforcement/Imitation training
- Assisted students with programming work and theory, provided detailed feedback on written assignments, and held meetings to discuss ideas regarding general principles of cognitive sciences

**Visual Cognition Lab - Research Assistant**

**January 2021 - April 2021**

- Designed and structured 4 unique sub conditions for experiments testing perceptual processes and how correlation is perceived in scatterplots using D3 and jsPsych JavaScript libraries
- Assisted colleagues in piloting 5 new experiments and provided design feedback regarding experiment structure and timing to ensure quality of data recorded

**FactAR - Volunteer Intern**

**January 2020 - March 2020**

- Developed an app prototype using Augmented Reality and Microsoft Azure's Computer Vision and Web Scraping APIs to provide educational fun facts about any objects in one's surroundings
- Ranked top 20% in an AI coding competition consisting of 130+ teams

## Skills

- **Hard Skills:** Object Oriented Design, Java, Python, C#, React, JavaScript, HTML, CSS, SQL
- **Soft Skills:** Event Coordination, Creative Writing, Public Speaking, Administration, Fast Typing

**About Me:** Dedicated to crafting software solutions for modern challenges, I blend my professional aspirations with a deep passion for games - from team sports like volleyball to strategic pursuits like Dungeons & Dragons and Poker. My hobbies and leisure pursuits, including rock climbing and exploring game theory, nurture my problem-solving skills and love for teamwork. In my spare time I enjoy learning about new strides in game development and technology, and finding new riddles and puzzles to solve and share with friends.