Maheer Jawwad

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EDUCATION

University of Texas at Arlington   Arlington, TX
Bachelor of Science in Computer Science   *Aug. 2022 – May 2026*
- GPA: 4.0/4.0
- Relevant Coursework: Data Structures, Database Systems, Artificial Intelligence, Machine Learning, Data Mining, Engineering Probability

EXPERIENCE

Undergraduate Research Assistant   Jan. 2025 – Present
University of Texas at Arlington   *Arlington, TX*
- Assist in a research project for extracting stream info from videos to process data
- Contribute to a full-stack web application using **Flask, React, MySQL and Java** to analyze data from videos
- Visualized **analytical trends using Matplotlib and Power BI** to enhance research findings
- Collaborate in an **agile team environment**, participating in **weekly stand-ups, sprint planning**, and retrospectives to deliver better solutions
- Optimized query execution and storage mechanisms, reducing data retrieval time **by 30 percent**

Lead Technology Assistant   Mar. 2023 – Aug. 2023
University of Texas at Arlington   *Arlington, TX*
- Maintained tech vending machines, diagnosing and troubleshooting issues daily to ensure **95 percent uptime**
- Conducted **workshops on C/C++ and Python programming** for web/app development, helping students build and debug their own projects
- Performed upkeep on **200+ lending laptops and equipment**, providing technical support to **50+ students weekly**

Biomedical Research Assistant   Aug. 2024 – Dec. 2024
University of Texas at Arlington   *Fort Worth, TX*
- Contributed to a **biomedical research project** integrating video games with exercise equipment for rehabilitation purposes
- Programmed gameplay mechanics, improving responsiveness and player interaction by **30 percent**
- Designed and implemented a SQL Server database to **manage 100+ player** performance logs, **optimizing data storage and retrieval**

PROJECTS

Ready Oar Not | *Unity, MongoDB, Photoshop*   May 2024 – Present
- Developed a real-time leaderboard system, increasing player retention **by 25 percent** through competitive scoring
- Carried out **100+ debugging and QA tests**, reducing crash rates **by 40 percent** and documented changes to maintain changelogs for future purposes
- Implemented seamless database integration, **ensuring 99 percent uptime** for player data storage and retrieval

ParryForm | *Unity, Blender, Git*   Jan 2024 – May 2024
- Acted as **Scrum master** in an **Agile team** of three to develop a pixel-based 2D platformer game
- Designed and implemented art, animations, and audio elements to enhance visual and auditory engagement
- Developed **advanced AI algorithms** for enemy behavior to balance gameplay difficulty and improve player retention

Schedulink | *C, Linux Kernel, Git*   Sep 2024 – Dec. 2024
- Developed a **lottery-based process scheduler**, integrating ticket-based CPU allocation for enhanced fairness
- Implemented system calls to assign and inherit process attributes such as tickets and color identifiers
- Optimized the kernel's process control flow **by 10 percent** to support ticket-based scheduling and random select

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, Matlab, JavaScript, HTML/CSS, PHP
Frameworks: React.js, .Net, Flask, Pandas, NumPy, Power BI, Tableau
Developer Tools: Git, Google Cloud Platform, VS Code, Android Studio, Visual Studio, PyCharm, Eclipse