Moeez Sohail

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EDUCATION

Bachelor of Science in Computer Science   **University of Virginia**
Charlottesville, VA, USA   **Expected May 2023**
GPA: 3.80 / 4.00
Coursework: Data Structures & Algorithms, Operating Systems, PL for Web Applications, Mobile Application Development, Databases, Intro to Cybersecurity, Software Testing, Theory of Computation, Advanced Software Development, Computer Architecture, Discrete Mathematics, Program & Data Representation, Digital Logic Design

WORK EXPERIENCE

Software Engineer Intern   **Cvent**
McLean, VA   **Jun 2022-Aug 2022**
- Designed and refactored existing data access modules with Apollo data sources to increase backend performance of GraphQL queries to REST APIs through enhanced caching and quicker operation completion
- Created a frontend UI with best practices in mind using React with Context and React Testing Library to aid other Instant Book developers in refactoring and properly testing an overly complex user interface
- Utilized Kanban workflow to improve frontend & backend functionality of Instant Book by resolving urgent tickets
- Performed silo and integration testing before deploying changes to staging and production to ensure services are persistently accessible

Data Analyst Intern   **MITRE Corporation**
McLean, VA   **Feb 2021-Oct 2021**
- Performed data collection on misinformation related to COVID-19, treatment, and vaccines on a variety of social media
- Collaborated with MITRE's SQUINT team to analyze crowdsourced misinformation which enabled the medical community to identify misinformation trends related to COVID-19
- Compared vaccination rates with amounts of COVID-19 misinformation in several states around the United States to determine the correlation between vaccine hesitancy and the spread of misinformation

Undergraduate Teaching Assistant   **University of Virginia, Department of Computer Science**
Charlottesville, VA   **Sep 2020-Present**
- Software Development Methods (CS 2110) until Dec 2021: Introduced basic software development principles in Java
- Data Structures & Algorithms 1 (CS 2100) from Jan 2022: Introduced foundational data structures/related algorithms
- Held 5+ office hours per week helping students understand key concepts and offering code help
- Met weekly with 4 groups of 5+ students to ensure they understood course material

PROJECTS

- **Roommate Finder (Python, Django, and PostgreSQL).** Utilized Scrum and Agile methodologies to effectively design and engineer a full-scale application in Python using the Django framework to aid students in their search for roommates
- **Attendance Manager (Java and JavaFX).** Developed a Java application that streamlines the attendance process providing teachers with the ability to add/remove classes & students and spend more time educating students
- **Minesweeper (Python and Pygame).** Built a Minesweeper game in Python that randomizes bomb placement and allows users to click on different cells to determine how many bombs are surrounding that cell

SKILLS

- Languages: Java, JavaScript, TypeScript, GraphQL, PHP, Python, C/C++, SQL, Swift, Kotlin
- Technologies: GIT, HTML5, CSS3, PNPM, Maven, Jenkins, Octopus Deploy, AWS CloudFormation, Heroku, Linux
- Frameworks: ReactJS, NodeJS, Jest, AngularJS, JavaFX, JUnit, Selenium, Django, Pygame