Moeez Sohail

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Education

University of Virginia   Expected May 2023
Bachelor of Science in Computer Science
- **GPA:** 3.79 / 4.0
- **Coursework:** Data Structures & Algorithms, Computer Architecture, Databases, Advanced Software Development, Program and Data Representation, Theory of Computation, Digital Logic Design, Discrete Math, Software Testing

Skills

Languages:	Java, C/C++, Python, JavaScript, SQL
Tools:	GIT, HTML5, CSS3, Heroku, Linux/Unix, Terminal, Travis CI
Frameworks:	JavaFX, Django, JUnit, Selenium, Pygame

Work Experience

MITRE Corporation   Feb 2021 – Sep 2021
Data Analyst Intern   Remote
- Performed data collection on misinformation related to COVID-19, treatment, and vaccines on a variety of social media platforms
- 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

University of Virginia, Department of Computer Science   Sep 2021 – Present
Undergraduate Teaching Assistant   Charlottesville, VA
- Software Development Methods (CS 2110): Introduced basic software development principles with Java
- 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

Personal 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 undergraduate students in their search for roommates
- Coordinated with the project lead and other members to deliver a user-friendly interface via HTML5 and CSS3
- Implemented RESTful APIs to mitigate for time lost during manual account creation as well as authenticate user data by connecting to Google OAuth

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
- Applied the Pygame library to enhance computer graphics and deliver an adaptable and accessible user interface
- Included a technique to efficiently solve the grid once a bomb is clicked improving user experience by reducing wait times between games

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
- Created a user-friendly interface using the JavaFX platform to simplify interaction with the application
- Gained experience with the Software Development Life Cycle by planning, designing, building, and maintaining a software application for a client