Muntaqa Maahi

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EDUCATION

University At Buffalo   Graduation: May 2023
B.S. Computer Science   *Buffalo, NY*

- **Relevant Courses:**
  Algorithms and Complexity, Database Systems, Data Structures, Computer Architecture, Computer Vision

EXPERIENCE

Coding Instructor   May 2020 - April 2023
Kidzwhiz   *Buffalo, NY*

- Mentored 50+ students using project-based learning, ensuring an average completion of 7 projects per student.
- Taught Python, JavaScript, Pygame, and Scratch to students aged 9-19, tailoring lessons for a wide age range.
- Achieved a 90% retention rate, leading to a 35% increase in class participation and project submissions.

Web Developer intern   August 2022 – February 2023
University at Buffalo   *Buffalo, NY*

- Collaborated with a team of 4 to create a gamified and ADA-compliant web application for the annual conference.
- Improved the conference experience for 150+ attendees by automating key processes, cutting wait times by 40% compared to previous years.
- Leveraged Docker for scalable, reliable deployments, ensuring high traffic support without downtime.
- Delivered product deployment two weeks ahead of the deadline, highlighting exceptional efficiency and project management skills.
  - 🏆 Awarded the *Innovative Student Leadership Award* for exceptional contributions to *Next Level Conference* by the University at Buffalo.

PROJECTS

GreatReads - A Goodreads Clone | *Full-Stack: React, TailwindCSS, Supabase*   live site | github

- Implemented key features like book browsing, detailed book information, and reading progress tracking.
- Integrated two major APIs (Google Books, New York Times), providing users with access to over a million books and real-time updates on trending books and best-sellers.
- Implemented a comment system for book ratings and reviews, facilitating user-generated content and interaction.
- Designed a modular search component with efficient real-time book search, powered by lodash debounce, for versatile use throughout the application.

Image Stitching Project | *Python, PyTorch, Kornia* | github

- Developed an advanced image stitching algorithm for feature extraction, matching, and homography computation to merge images seamlessly.
- Generated a seamless mosaic from images with common backgrounds, eliminating moving foreground objects.
- Implemented manual CV operations using Kornia instead of traditional libraries like OpenCV.

Foodle: A Food-Inspired Wordle Game | *Flutter, Dart*   live site | github

- A Wordle game with a twist—every word in the game is a five-letter food item.
- Developed a minimalistic and intuitive interface, emphasizing ease of use and engaging user experience.
- Engineered cross-platform deployment, ensuring a consistent user experience on multiple devices
- Employed asynchronous features to achieve smooth gameplay without lags or stutters

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, Typescript, C/C++
Frameworks & Libraries: HTML5, CSS3, Node.js, React, Next.js, TailwindCSS, Redux, Express.js, Criterion, OpenCV, JQuery
Databases: PostgreSQL, MySQL, MongoDB, AWS
Developer Tools: Git, Zenhub, Conda, Heroku