

M Naqvi Khan, Software Engineer

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LINKS

[LinkedIn \(http://bit.ly/NaqviLinkedIn\)](http://bit.ly/NaqviLinkedIn), [GitHub \(http://bit.ly/NaqviGit\)](http://bit.ly/NaqviGit), [Portfolio \(bit.ly/NaqviPortfolio\)](http://bit.ly/NaqviPortfolio)

EDUCATION

Aug 2017 — Dec 2021

BSc. Computer Science, University of Texas at Dallas

Richardson, TX

Relevant Coursework: Data Structure, Software Engineering, C/C++ in UNIX Environment, Probability & Statistics, Computer Architecture, Discrete Math for Comp II, Database Systems, Digital Logic, Software Testing, Advanced Algorithm Design & Analysis, Machine Learning.

PROJECTS

1. Java & C++ Development - using Java on Visual Studio, C++ on VS Code

- Backend of a store system importing inventory from a local database, where customers: search, purchase and filter items, and client: add, remove inventory. (bit.ly/ecomJava, bit.ly/ecomCPlus)

2. Machine Learning Algorithm - Auxilium (HackDFW '21) using Python, Scikit-Learn, Pandas

- Implemented an ML Decision Tree using Python, for refined allocation of tech in school loaner programs, to prioritize students with greater needs for remote/online learning over first come first serve.
- Front-End: HTML, CSS, JavaScript, jQuery for information collection and appending to existing data-set.

3. Python Development - Automation Tool using Python and Selenium

- An automation tool that simplifies accessing the various applications (such as When2Work, Amazon Connect, Microsoft Remote Desktop, Microsoft Teams etc.) essential for working at school's IT Office. It reduces logging in time from the typical 3-4 minutes, to 20 seconds. (bit.ly/workflowAutomation)

4. Web Development using HTML, CSS, JavaScript, on VS Code, DreamWeaver

- Personal Webpage:** Structured a one-page website consisting of my projects, skill, current experience and hobbies. Using HTML to define the layout of the website, implementing CSS and JavaScript to create the subtle animations and fluidity within the website. (bit.ly/NaqviWeb)

5. iOS Development (HackUTD '18) using Objective-C on Xcode

- Space Raider-esque Game - developed backend by layering scenes, creating a depth effect, and coding sequences of scenes based on input. (ex- Spawning Enemies, Moving Comet, Firing Bullets, Simulating Health Loss). Developed front-end by creating scenes, and all relevant elements using Adobe Illustrator. (bit.ly/SpaceTemoc55)

EMPLOYMENT HISTORY

Jan 2020 — May 2021

Research Intern, Big Data Analytics Lab at University of Texas at Dallas

• Web API Optimization using Memcached with Java

Optimizing an application that faces latency and increasing query time using caching and in-store memory, as well as containerization and scaling in order to find the optimum solution to handle a large query/number of simultaneous request beyond the power of the API.

• iOS Development using Swift on Xcode

A data visualization app, for real-time Covid Tracking in Bangladesh using Data from Bangladesh Bureau of Statistics, The World Bank and Bangladesh Open Data. Developed Layout, Design and Statistical Animation. (apple.co/2EzOrhy)

May 2019 — Present

ITSM Supervisor, Office of Information Technology, University of Texas at Dallas

- Student supervisor role assisting managers with technical campus services.
- Delegating and managing a team of 30+ Analysts; training and mentoring new hires;
- Providing technical support for various campus hardware and software issues.
- Tools: JIRA, Teams, Stream, Cherwell, Cisco WebEx, Amazon Connect, Global Protect.

SKILLS

Java / C / C++

Expert

Git / Agile Development / SCRUM

Experienced

HTML / CSS / JavaScript

Experienced

SQL / NoSQL / MongoDB

Experienced

Python / iOS Development

Experienced

Racket / Prolog / C#

Skillful