

Noor Sawhney

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PROFILE

Final year Computing student with industry experience in full stack development and cloud infrastructure. Strong collaborative and interpersonal skills developed from working at large organisations such as Meta and QinetiQ, and smaller companies such as Humanising Autonomy. Currently seeking a full-time Software Engineer role.

EDUCATION

- **Imperial College London (MEng Computing)** Sept 2019 - Present
Final Year (1.1 achieved in 1st, 2nd & 3rd Year). Notable marks: Computing Practical 2 (81.29%), Software Engineering Design (81.30%), Computing Group Project (87.01%)
- **Latymer Upper School** Sep 2012 - Jul 2019
*A-Levels: Maths, Further Maths, Physics, English Lit. (A*A*AA)*

SKILLS

Languages & Technologies

- *Proficient:* Java & Kotlin, Python (+ Django, Flask), C, JavaScript & TypeScript (+ ReactJS), AWS CDK (S3, Lambda, EC2/ASG, SQS), Tensorflow, Git *Worked with:* Haskell, SQL, Swift, Flutter

WORK EXPERIENCE

- **Humanising Autonomy**, *Software Engineer/Computer Vision Intern* Apr 2022 - Sept 2022
 - Automated video ingestion pipeline by developing keyframe selection framework and building cloud infrastructure to deploy it
 - Worked with research team to improve behavioural ML models, increased smiling model f1 score by 10%
- **Meta**, *Software Engineer Intern* Jun 2021 - Sept 2021
 - Developed integral features for compiler used by XFN teams as part of WhatsApp CoreJS team
 - Learnt Swift and JS from scratch and implemented features beyond the project roadmap
- **QinetiQ**, *Cyber Security Intern* Jul 2020 - Aug 2020
 - Developed and deployed an attack simulator using Python
 - Worked in a sprint team following Agile methodology
- **Sustaintec**, *Front End Web Developer* Jul 2019 - Dec 2020
 - Developed portfolio website using Bootstrap
 - Designed logo, branding and business cards using Adobe Photoshop

PROJECTS

Daedalus: Web app for drone data visualisation to simplify user interaction with terrain data in the archaeology industry. Intuitive interface allowing users to manipulate and view data in different modes such as with a height map overlay and using AR

Protectly: Android app to facilitate the personal and group safety of 18-25 year olds, developed in Flutter using human centred design techniques. Placed in top 5 projects of second year cohort (out of 50)

Quantum Music: Parses given MIDI files and uses wave function collapse to analyse patterns and produce a similar piece of music, developed in C. Placed in top 15 projects of first year cohort (out of 50)

Osci Render: 24 hour hackathon project to render lines on an oscilloscope using audio, including a functional flappy bird game (Winner of ICHack Best Newcomer Prize 2020)

ACHIEVEMENTS

ICHack 2020 Winner: Winner of the Best Newcomer Prize at ICHack 2020, from over 300 participants.

Stemettes Hackathons Winner: Winner of over 7 Stemettes hackathons, as both an individual and part of a team, from over 50 - 100 participants.

Cyber Patriot Competition: Placed top 10 for 2 years in a multi-round national group cyber security competition involving securing Windows and Linux machines.