

# NAEEM QUDDUS

(713) · 775 · 1383 ◇ nquddus94@gmail.com

## EXPERIENCE

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### Oculus - Facebook

*Software Engineering Intern*

May 2016 - August 2016

*Menlo Park, CA*

- Position: Software Engineering Intern on the Developer Platform team.
- Redesigned and implemented a new navigation system for the Oculus developer dashboard website. Worked with designers and content strategists to create a new user experience for first time users of the website tools with reusable components. Created a rich text editor to allow developers to write formatted descriptions for their applications.

### Bloomberg LP

*Software Engineering Intern*

May 2015 - August 2015

*New York City, NY*

- Position: Core Financial Intern on the Mortgage Development team.
- Designed and created new system to handle workflows for individuals. System designed to automatically generate, assign, and monitor progress of work items in real time. Helps streamline triage and work blockage analysis for project leads. Abstracted interface to allow for new projects and workflows to be added smoothly.

### Indeed.com

*Software Engineering Intern*

May 2014 - August 2014

*Austin, TX*

- Position: Intern on the Aggregation team.
- Programmed a service to query information from Twitter to find possible job application pages. Wrote and trained a naive bayesian classifier to parse the html content of candidate pages and classify pages, filtering out 98% of undesired pages.

## PROJECTS

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### Web Crawler

- Given starting point, crawled and generated index for a group of html pages.
- Allowed users to enter Boolean search queries and displayed relevant results from an index.

### Resume Generator

- Django based WebApp that generates random resume format for users based off of inputs of relevant information and existing resume formatting data from Indeed's database.

### 2D Rubix Cube

- Application that allows users to freely manipulate a rubix cube (displayed in 2 dimensions).
- Developed algorithm to generate cube solving instructions (Non brute force approach) and display in Singmaster notation.

## EDUCATION AND ACCOMPLISHMENTS

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### University of Texas, Austin

B.S. in Computer Science · Turing Scholars Honors Program  
Overall GPA: 3.85

*May 2017*

### Competitive Programming

- Member of UT's International Collegiate Programming Contest team at South Central Regional *October 2014*
- **1st Place** Google Games Austin *April 2015*
- **2nd Place** Microsoft Coding Challenge *September 2015*

## TECHNICAL STRENGTHS

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<b>Proficient</b>	Java, Python
<b>Familiar</b>	C/C++, React.js, Bash
<b>Tools</b>	Git, Travis CI, Vim, Guice, GraphQL/Relay