Saif Kausar

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Collaborative and driven computer scientist with proficiency in Artificial Intelligence (AI), software development, and game design. Excited to be part of the ongoing revolution in virtual gaming by leveraging expertise in AI and improving the gaming experience for both casual and avid gamers.

EDUCATION

M.S. in Computer Science   September 2021 – June 2022
University of California Santa Cruz, Santa Cruz, CA
Projects (All can be found on my website):
- Wound image generation for trajectory prediction – Researcher & Programmer (Python)
  - Predicted the trajectory of a wound by generating a future image based on the current state of the wound
  - The model consisted of a GAN and a classifier for its generations and predictions respectively
  - The final paper was sent to MICCAI and is being reviewed in hopes to be published

Relevant Coursework: Projects in AI, Foundations to Data Science, Computer Vision, Numerical Linear Algebra, Computer Architecture, Machine Learning, Analysis of Algorithms, Information Theory

B.S. Computer Science (Game Design)   September 2018 – June 2021
University of California Santa Cruz, Santa Cruz, CA | GPA: 3.7
Projects (All can be found on my website):
- Tracing Memory – Lead Programmer (Unity/C#)
  - Worked alongside a team of 7 to produce a full game where players must platform their way through different environments to recover their lost memories
  - Spread-headed the development as well as ensured our code was bug-free
- Untitled Trench Game – Lead Programmer and Gameplay Designer (Java Script)
  - Worked in a group of 3 to produce a short game exploring trenches of the ocean
  - Was the sole programmer of the group
- TimeRunner – Sole Programmer (Unity/C#)
  - Worked in a group of 2 to produce a short 2D infinite side scroller focused on the development of games over time
  - Was the sole programmer of the group

Relevant Coursework: Game AI, Game Development, Foundation to Compiler Design, Abstract Data Types, Computer Systems Assembly Language, Advanced Calculus, Intro to Data Structures

EXPERIENCE

Residential Assistant, UCSC College Nine, Santa Cruz, CA   September 2019 – June 2020
- Create and implement educational and social events to build a sense of community and belonging for new students resulting in easier integration into university life.
- Provide mentorship to approximately 50 residents regarding personal, social, and academic concerns acting as a role model and friend to those who need it.
- Enforce college policies and facilitate conflict resolution between 20 student dormitories ensuring all residents felt safe and heard.

Computer Science Instructor, iDtech, Campbell, CA   July 2019 – August 2019
- Teach 4 – 10 students per week how to code in Java and Python.
- Design lessons focused on creating variables, if/else statements, loops, and data structures, to teach general skills of programming
- Coach high school students to use Processing in conjunction with Java to create their own graphics.

Swim Instructor & Lifeguard, City of Cupertino, Cupertino, CA   June 2018 – August 2018
- Teach swimmers ages 3 – 14 basics to advanced swimming skills in groups of approximately 8.
- Provide information, assistance, and customer service to members regarding water safety.
- Supervise and ensure a safe environment for patrons during open swim hours.

SKILLS AND INTERESTS
Interests: Swimming, Water Polo, Card Magic, Gaming
Languages: Java, C, C#, C++, Python, MIPS32, JavaScript

LEADERSHIP & ACTIVITIES
Water Polo Player, UCSC Club Water Polo, Santa Cruz, CA   September 2018 – June 2020
4-year Class President, Lynbrook High School, San Jose, CA   August 2014 – June 2018
Water Polo Player, Lynbrook High School, San Jose, CA   August 2014 – June 2018
Junior Olympian, DACA Water Polo, Cupertino, CA   June 2014 – July 2017

AWARDS
Leadership Award, Assembly Member Evan Low, Asian Pacific American Leadership Institute   2018
Academic All-American, USA Water Polo   2016 & 2017