

Saad Zubairi

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Education

2019-2023	BS Computer Science	Institute of Business Administration, Karachi	CGPA 3.44
2016-2018	Intermediate	GDSC College, Gulshan	A Grade
2014-2016	Matric	Falcon House Grammar School	A Grade

Work Experience

- Technology Analyst, United Bank Limited** **July 2023 – Present**
 - Actively coding and enhancing components for the upcoming mobile app built on top of Temenos Infinity.
 - Engineered and integrated file compression utilities in python, boosting data transfer speeds by 20% and reducing storage requirements by 30%.
 - Troubleshooting and resolving technical issues, ensuring smooth user experience across app functionalities.
 - UX/UI Intern, Run Sports LLC New York** **December 2022 – January 2023**
 - Designed 15 user journey wireframes, prototypes, and mockups for a gamified social media app using Figma.
 - Elevated engagement and retention by 37% by introducing a reward system and a leaderboard experience.
 - Programmed 20+ interactive UI elements and 5+ animations in Unity for user interface development.
 - Frontend Intern (React), Plural Dynamics** **September 2022 – October 2022**
 - Constructed a React-based front-end for a school LMS web app, consisting of 23 pages with the development team.
 - Created mobile-first interfaces for the app, ensuring responsive design and consistent UX across devices.
 - Coded and maintained 20+ scalable UI components and devised a style guide for app consistency.
 - Game Programming Intern, Mindstorm Studios** **July 2022 – September 2022**
 - Completed 20 hours of training programs with seasoned game design professionals.
 - Developed 3 hands-on game projects to cultivate a solid understanding of the SDLC.
 - Enhanced Unity and C# scripting abilities through 5+ intermediate level projects.
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Projects

- Talent Hive (FYP):** Automated talent recruitment portal utilizing an NLP (spaCy) model trained on 100+ resumes, effectively shortlisting the top 10% of resumes for specific job roles.
 - Hoops:** An anonymous letter writing application crafted using the MERN stack encompassing 15+ functionalities.
 - Unisphere:** A gamified chatting application for university students constructed in Flutter 3.0.
 - Space Shooter:** A top-down shooter game made using C++ and the SDL 2.0 Library.
 - LaTeX-lite:** Java desktop utility for ease of Latex use for beginners, which was awarded "Best Project" in class.
 - Linux Remote Terminal** in C++ with remote file listing and multithreaded file transfer.
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Skills

- Development Proficiency:** Java | Python | JS | C/C++ | C# | SDL 2.0 | JavaFX | React.js | .NET Core | Node.js | Flutter
 - Database Management:** MySQL | PL/SQL | MongoDB | JSON
 - Tools & Markup:** Oracle-19c | Git | Unity | Figma | HTML | CSS
 - Graphics & Multimedia:** Photoshop | Illustrator | Premier Pro | After Effects | Blender
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Co-curriculars & Extracurriculars

- Teaching Assistant, IBA [Computer Communications & Networking]** **January 2021 – May 2023**
 - Facilitated instructors with course planning, assignments creation, and assessments of 200+ undergrad students.
 - CFO, IBA Mathematics and Astronomy Club** **August 2021 – June 2022**
 - Successfully managed budget of PKR 900k for 7 events, including record-breaking Mathematika with 232 attendees.
 - ED Creatives, IBA Alumni & Placement Society** **December 2021 – January 2022**
 - Produced videos/posters with record Facebook reach of more than 11,000 views (highest in page history).
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Certifications & Achievements

- Coursera: Google IT Automation with Python Specialization. A six-course python-based specialization.
- A score of 1420 in the SAT.