SHAYAAN SAIYED

PASADENA, CA | 510-396-0478 | shayaan96@gmail.com | linkedin.com/shayaansaiyed

PROFESSIONAL SUMMARY

Aspiring software engineer and IT professional who is passionate about finding technical and ethical solutions to real-world problems. I have experience with managing software and maintaining applications for a large enterprise, and am looking to gain experience delivering clean, robust, and reusable solutions in a fast-paced environment

EDUCATION

2018 Bachelor of Science: Computer Science (GPA 3.75)
NYU Tandon School of Engineering, Brooklyn, NY

Awards: Dean's List (2014 – 2016), Myron M. Rosenthal Computer Science Academic Achievement Award (2017), Founders Day Award for Academic Achievement (2018)

SKILLS

Programming Languages:
Python, C++, SQL, Java, HTML/CSS, JavaScript

Other Software:
OpenGL, MySQL, TensorFlow, Jupyter Notebook, NumPy, SciKit Learn, PeopleSoft, SQR

EXPERIENCE

JUNE 2019-PRESENT

IT Application Engineering Intern | Kaiser Permanente | Pasadena, CA

- Develop customizations and enhancements to maintain PeopleSoft applications for HR and payroll
- Write SQR scripts to access, manipulate, and report on enterprise data pulled from SQL database
- Carry out various software upgrades to ensure up-to-date functionality and usability of applications

JUNE 2018-AUGUST 2018

Artificial Intelligence and Machine Learning Instructor | iD Tech Camps | New York, NY

- Introduced students to the fundamentals of machine learning and artificial intelligence
- Assisted students in building their own neural network projects, which included age classification, image classification, and teaching an AI to play Pong
- Major topics included linear regression, neural networks, convolutional neural networks, and reinforcement learning

JULY 2017-AUGUST 2017

Python Instructor | Stratford Middle School | Sunnyvale, CA

- Taught students the fundamentals of coding in Python through various programming activities
- Created lesson plans that engaged the students and piqued their interest in programming

PROJECTS

Predicting the happiness of a song | Machine Learning Final Project | December 2017

- Used Spotipy, a python library for Spotify's Web API, to train a linear regression model to predict the valence (happiness) of a song based on other features of the song
- Used K-fold cross validation to determine which features of a song are best at predicting the valence
- Technology used: **Python**, **Jupyter Notebook**, **NumPy** and **SKLearn**

Grammy Run | Game Programming Final Project | May 2017

- Platform game in which user must collect as many Grammys as possible while avoiding various enemies
- Built using **OpenGL** and **C++** for mechanics and graphics and a tile-map editor to create the levels

Find Folks | Database Final Project | December 2016

- Website that allows users to search for and join groups, sign up for events, and add other users as friends
- Built in a team of three using **SQL**, **Python** and **Flask** for the backend and **HTML/CSS** for the user interface

SpaceBABY | HackHarvard Project | October 2016

- Web application that allows users to travel through a scaled model of the solar system
- Used Babylon.js, a game-building **JavaScript** framework, to create app