Shafquat Ul Bari

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EDUCATION:

The University of British Columbia - BSc, Computer Science (September 2019 - May 2024)   Vancouver, BC, Canada

Highlights: Computer Vision (CPSC 425), Applied Industry Practices (CPSC 455), Applied Machine Learning (CPSC 330), Relational Databases (CPSC 304), Introduction to Artificial Intelligence (CPSC 322), Video Game Programming (CPSC 427)

Scholastica - O & A Levels (Chemistry, Mathematics, Physics) (May 2017 - June 2019)   Dhaka, Bangladesh

Highlights: Daily Star Award for high achievement in O Levels, Best Student Counsellor, and Leadership Award (Grade 10)

TECHNICAL SKILLS:

Languages: JavaScript, Typescript, HTML, CSS, Python, Java, C, C#, C++, R, PHP, SQL
Technologies: Express, React, Node, MongoDB, jQuery, Java Swing, Bootstrap, Tailwind CSS, Git, Unity Engine, Pygame, Postman, Jira, OpenGL, XGBoost, NumPy, scikit-learn, Pandas, Matplotlib

TECHNICAL PROJECTS:

Chess Game (Personal Project) | Python, Pygame   **July 2024 – August 2024**

- Engineered game state management and move validation, ensuring adherence to chess rules, including special moves.
- Implemented AI using Minimax and Alpha-Beta Pruning algorithms to evaluate board states and determine optimal moves.
- Showcased strong problem-solving and algorithmic skills through efficient and high-performance game logic.

Touch of the Void (CPSC 427 – Video Game Programming) | C++, OpenGL   **January 2024 – April 2024**

- Developed a procedurally generated dungeon crawler top-down shooter game.
- Implemented AI systems: A* pathfinding, BOIDS, Bresenham's Line of Sight.
- Project recognized as top 3 in a class of ~100 students.

FocusFHIR (nwHacks 2024 Hackathon) | JavaScript, React, SQL, and AWS   **January 2024**

- Built a platform for doctors using FHIR standards for efficient patient data access.
- Designed FocusFHIR to transform healthcare providers' interaction with medical records by customization of data display, streamlining workflow, and improving patient care quality.
- Delivered a functional prototype within 24 hours during the largest hackathon in Western Canada.

Trip to Mars (Event Management Website) | MERN Stack   **September 2023**

- Designed and implemented an event management website for a rising rave/techno event organizer in Bangladesh.
- Established a user registration process with NodeMailer for reservation confirmations.
- Built a MongoDB database to store and manage attendee reservations efficiently.

ProQuest (CPSC 455 – Applied Industry Practices) | MERN Stack   **June 2023 – August 2023**

- Led the development of an online service booking platform.
- Implemented features like real-time chat, geolocation, secure payments, and robust data storage.
- Played a key role in UI/UX design and project management.

Surviving Doomsday (3D First-Person Shooter Game) | Unity Engine, C#   **July 2021 – August 2021**

- Created a 3D FPS game with complex game mechanics and enemy AI set in a post-apocalyptic world.

- Managed game assets, including textures, models, and animations, to ensure an immersive gaming experience.

- Achieved Editor's choice on **SIMMER.io – Surviving Doomsday**, for outstanding game design and player engagement.

CERTIFICATIONS:

SQL (Intermediate) | HackerRank   **July 14, 2024**

Python (Basic) | HackerRank   **July 13, 2024**

Complete C# Unity Game Developer 3D | Udemy   **July 27, 2021**

SOFT SKILLS:

Teamwork & Collaboration: Successfully led and contributed to multiple team projects.

Leadership: Managed and formed effective teams, ensuring project completion.

Time Management: Delivered high-quality work under tight deadlines.

Patience & Focus: Maintained a focused approach in complex problem-solving.

Reliability: Consistently dependable in meeting deadlines and project goals.