

# Sufyan Suliman

Software Engineer / Data Scientist

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## EDUCATION

### University of California, Berkeley

Spring 2022

Bachelor's in Data Science – Specialization in Software Engineering

**Relevant Courses:** Software Engineering, Data Structures in Java, Object-Oriented Programming in Python, Introduction to Machine Learning, Full-Stack Development, Principles and Techniques of Data Science, Computer Security

## SKILLS

**Programming Languages:** Python, Java, JavaScript, Swift, C#, Ruby, SQL, HTML/CSS

**Tools/Frameworks:** React, Node, Express, Pandas, REST API's, Git, MySQL, JSON, NPM, MongoDB

**Other:** SaaS Architecture, Agile/Scrum Design Patterns, Pair Programming, Cucumber, Unit Testing

## EXPERIENCE

### Ravine Solutions

Summer 2021 - Present

#### Full-Stack Software Engineering Intern, Remote

- Completed both front-end and back-end stories (using MERN stack) on a Scrum team in the development of the company's foundational website
- Spearheaded redesign of database schema to focus on optimizing data aggregation with front-end APIs, reducing query volume by 30%
- Served as primary liaison between the technology and customer-success teams to help prioritize and deliver on customer requests

### Da Vinci Science High School

Spring 2021

#### Foundations of Programming Class, Founder and Instructor

- Instructed 25 high school students about various data types, functions, recursion, conditionals, and classes in Python to kickstart their career in programming
- Incorporated weekly lectures, office hours sessions, and a final Chess Game project

### UC Berkeley Department of Computer Science

Spring 2019

#### Maps Data Visualization Team

- Utilized Yelp's customer rating API to determine rating trends for over 50 restaurants around the UC Berkeley campus
- Collaborated with Data Visualization team to implement multiple statistical algorithms and determine different patterns across a given dataset
- Consulted end users and analyzed extracted trends to make educated decisions on restaurant selection within the area

## PROJECTS

### Clone - [Full Game Overview](#)

- Lead development of over 25 levels, 10 different mechanisms, and a full storyline using Unity and C#
- Collaborated within a cross functional team of programmers, artists/musicians, and level developer to incorporate animations, sounds, and intricate levels

### ActionMap Website

- Utilized Google Civic API to display the complete political environment of a specific location and present over 25 representatives within that area to promote civic engagement
- Established Test Driven Development to ensure correct functionality and practiced professional level agile development and pair programming

### Personal Finances Project

- Applied Regex to extract important transaction information from bank statements to construct meaningful graphs and tables
- Used MySQL to store information and analyze data which reduced overall spending by over 35% and increased savings/investments