Taimur Kashif

5240 Calendula Street, Fairfield, CA 94534 | 925-549-8539 | taimurusca@gmail.com | www.linkedin.com/in/taimur-kashif/ | www.github.com/tkashif

Education

University of California, Davis | *Bachelor of Science* | *Computer Science* | *September 2018 – December 2021* | *GPA: 3.946* |

- Graduated with Honors and made Dean's Honors List 9 out of 10 quarters
- Relevant Coursework
  - Python Programming; Data Structures & Algorithms; Algorithm Design and Analysis; Applied Data Science for Computer Scientists; Machine Learning; Operating Systems & System Programming; Computer Networks; Computer Security; Computer Architecture; Probability and Statistical Modeling for CS; Theory of Computation; Marketing for the Technology-based Enterprise; Evaluating User Interactions with Computing Artifacts

Work Experience

Verizon | *Engineer I – Product Engineering* | *January 2022 – June 2022* | *Walnut Creek, CA* |

- Worked on Verizon Smart Family technology and product development team
- Developed web app for visualizing current and M-o-M changes in ratings, reviews, tickets, and survey information; software development included using Flask, TinyDB, Chart.js, and Bootstrap
- Developed a network geofencing algorithm that improved geofence entry/exit accuracy without the use of GPS; created a web app for visualizing the different variations of the algorithm on a map
- Learned about the processes behind product development and software releases; gained familiarity with Google Play Console and App Store Connect; performed vendor/SDK evaluation by testing, comparing, and reporting on solutions

Verizon | *Consumer Product Engineering Intern* | *June 2021 – August 2021* | *Walnut Creek, CA (Remote)* |

- Developed four network geofencing algorithms that integrated intelligent GPS fallback to maintain high geofence entry/exit precision, while avoiding over-reliance on device-based GPS queries; focus was on IoT devices (e.g., trackers, wearables)
- Programmed an automated tool for visualizing and analyzing the algorithms; software development included using Python, Jupyter Notebook, Flask, and proprietary mapping APIs to create a pipeline that ingested field test data, applied the algorithms, and visualized pertinent information on an interactive map on a web page

Verizon | *Technology & Product Development Intern* | *June 2020 – August 2020* | *Walnut Creek, CA (Remote)* |

- Developed prototype Android app in Java using new mapping SDKs to demonstrate improvements to the Verizon Smart Family app; workflow included SDKs research, user stories, wireframe designs, and proof-of-concepts
- Researched customer feedback and app analytics in order to make 19 feature recommendations for the Verizon Smart Family app

VeeOne Health | *Android App Development Intern* | *August 2019 – October 2019* | *Roseville, CA (Remote)* |

- Tasked with developing an app (VeeDoc) for telemedicine consultation between patient & doctor
- Responsible for development (using Java), including navigation between activities and fragments, in addition to implementing overall design & layout
- Use of MVVM architecture; use of REST API for user authentication & getting user information

Research Experience

UC Davis | *Machine Learning Undergrad Research Assistant* | *October 2020 – October 2021* | *Davis, CA (Remote)* |

- Conducted data analysis and deployed machine learning techniques to extract exploitation insights from threat intelligence feeds; participated in the collaborative development of the machine learning pipeline, including data gathering/cleaning, feature extraction, and classification; used Python libraries such as scikit-learn, pandas, Matplotlib, etc.
- Assisted Professor Zubair Shafiq with writing a research paper on findings; work was done in collaboration with Siemens
- Gained experience with using headless servers and Jupyter Notebook

Technical Proficiencies

- Python, Java, C/C++, HTML/CSS/JavaScript
- Object Oriented Programming, Data Structures & Algorithms
- Web Development (e.g., Flask), Android App Development
- Machine learning (e.g., scikit-learn), Data Analysis/Visualization (e.g., pandas, Matplotlib), Jupyter, Anaconda
- Command Line Interface, Git/GitHub, Linux, Agile
- Microsoft Office, Google Workspace, Diagramming Software (Lucidchart, draw.io)

Training Courses and Personal Projects

Spring Framework 5: Beginner to Guru | Udemy | *June 2022 – Present* |

- Gaining introduction to Spring Framework 5, Spring Boot 2, Spring MVC, and Spring Data JPA

Information Zoo (HTML/CSS/JavaScript) | *March 2020* |

- Web page that presents information and articles about an animal selected by the user
- Use of MediaWiki and Chronicling America APIs

Monopoly Game (C++) | *Summer 2019* |

- Text-based program mimicking Hasbro's Monopoly game, including features such as
  - Ability to buy properties, place houses/hotel, etc.
  - Visual depiction of current board state
  - Display of current spot information (name, color, owner, price, rent, etc.) and player information (balance & owned properties)

Extracurricular Activities

HackerHub (Student Club) | *Co-Founder & Co-President* | *August 2020 – December 2021* | *Davis, CA (Remote)* |

- Co-Founder & Co-President of HackerHub, a club at UC Davis aimed at introducing students to Computer Science concepts through workshops
- Gave workshops on topics such as Data Visualization, Computer Vision, Cybersecurity, and Flask

Arboretum Bytes | *Podcast Co-Host* | *February 2020 – September 2020* |

- Co-hosted podcast discussing various technologies and overall experience as a Computer Science student at UC Davis

Bit Project (Student Club) | *Curriculum Developer* | *January 2020 – June 2020* | *Davis, CA* |

- Developed introductory curriculum for Computer Science concepts and enhanced labs associated with these concepts
- Worked with a partner to write a blog about using the OpenFEC API and Chart.js in order to visualize financial information from the 2016 presidential election