Taimur Kashif

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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
   o 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

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 | *Software Engineering Intern | August 2019 – October 2019 | Roseville, CA (Remote) |*
· Tasked with developing an app (VeeDoc) for telemedicine consultation between patient & doctor
· Responsible for development aspects (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

Training Courses

Spring: Core Training | *VMware Learning | July 2022 – Present |*
· Gaining experience with Spring and Spring Boot

Technical Proficiencies

· Python, Java, C/C++, HTML/CSS/JavaScript, SQL, 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, IntelliJ, Command Line Interface, Git/GitHub, Linux, Agile
· Microsoft Office, Google Workspace, Diagramming Software (Lucidchart, draw.io)

Personal Projects

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
  o Ability to buy properties, place houses/hotel, etc.
  o Visual depiction of current board state
  o 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

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