Taimur Kashif

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Education

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

Dougherty Valley High School | *High School Diploma | Class of 2018 | Weighted GPA: 4.19 | Unweighted GPA: 3.98 |*
- Awarded Highest Honors on Diploma

Work Experience

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
- Wrote guide for running the automated tool (required software installation, commands to run, etc.); documented algorithms using flowcharts and diagrams
- Used Python to write script that extracted network parameters from XML logs
- Presented algorithms and proof-of-concepts to the VP of Consumer Product Engineering

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; performed feedback categorization and developed Flask and Chart.js program in order to visualize data; used diagramming tools to document data processing workflow
- Presented my recommendations and demoed prototype app to manager & mentors, the product team, directors, and the VP of Product Development

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 developing the front-end 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, C/C++, Java, Go, HTML/CSS/JavaScript
- Object Oriented Programming, Machine learning (e.g., scikit-learn), Data Analysis/Visualization (e.g., pandas, Matplotlib)
- Data Structures & Algorithms, Android App Development, Computer Networks
- 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, and Cybersecurity

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