­­­Taimur Kashif

5240 Calendula Street, Fairfield, CA 94534 | 925-549-8539 | taimurusca@gmail.com | tkashif@ucdavis.edu | [www.linkedin.com/in/taimur-kashif/](http://www.linkedin.com/in/taimur-kashif/) | [www.github.com/tkashif](http://www.github.com/tkashif)

# 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

# Work Experience

## Verizon | *Engineer I – Product Engineering*|*January 2022 – June 2022* | *Walnut Creek, CA (Remote)* |

* 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 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
  + 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, 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