Toaha Siddique
Software Engineer

Irving, TX • toahasiddique.ts@gmail.com • LinkedIn • GitHub

EDUCATION

University of North Carolina at Chapel Hill, Chapel Hill, NC   **2021-2024**
Computer Science, B.S.   **Honors:** Dean's List

TECHNICAL SKILLS

Languages/Tools/Frameworks/Concepts: Python, JavaScript, React, Angular, Node.js, MongoDB, Express.js, PostgreSQL, HTML, CSS, Golang, C, Java, Docker, Kubernetes, Jenkins, Azure DevOps, Azure Cloud, Linux, Windows, MacOS, Bash, Agile, Scrum, Git, GitHub

---

WORK EXPERIENCE

Software Engineer Lecturer
Daffodil International University   **Aug 2024 – Dec 2024**
- Taught and mentored over 200 students, guiding them in writing efficient, scalable code and applying critical thinking in engineering scenarios
- Instilled clean coding habits, effective use of version control (Git), and advanced debugging methods through hands-on instruction
- Designed and led project-based modules with pair programming and Agile-inspired workflows to simulate real-world development environments

Software Engineer Intern   **Aug 2023 – Dec 2023**
UNC Computer Science Experience Lab
- Designed and developed a full-stack Angular room reservation feature integrated into the department's official system
- Architected modular database schemas and entities to support long-term flexibility and scalability
- Built and deployed RESTful APIs in Python, integrating Kubernetes-based cloud services via Red Hat OpenShift
- Delivered a complete reservation solution capable of serving an estimated 2,000 users, demonstrating end-to-end software lifecycle involvement

---

PROJECTS

Inspired Todo App | *React, Node.js, TypeScript, SQLite*   **2024**
- Built an event-driven UI from scratch in React with task input, edit, delete, and strike-through functionalities, plus custom popup responses for interactions
- Designed and implemented a full RESTful CRUD API to manage Tasks and Quotes efficiently
- Integrated the Bored API to auto-generate random tasks and improve user interaction
- Engineered session-persistent state and user authentication to provide personalized data handling per user

CSXL Room Reservations | *Angular, Fast API, PostgreSQL, Python*   **2023**
- Created a responsive Angular frontend using Material UI components tailored for managing room reservations
- Developed scalable Python backend endpoints in Fast API to handle all reservation logic and data transactions
- Designed the PostgreSQL schema and wrote queries to reliably support dynamic room availability and user requests

Akari Puzzle Game | *JavaFX, MVC Pattern, Maven*   **2023**
- Built the entire Akari game logic and interface using JavaFX with smooth, responsive gameplay and UI
- Structured the application with a custom MVC architecture for clear separation of concerns and easier testing
- Configured Maven project with all dependencies and plugins needed for cross-platform JavaFX deployment

Tetrashell | *C, GCC, Make, Linux CLI Tools*   **2023**
- Programmed a command-line shell in C to inspect, modify, and manage Tetris quick save binary files
- Designed and implemented a leaderboard feature with logic for ranking users based on in-game performance
- Added robust disk image parsing and recovery logic to restore and switch between corrupted or lost save files