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Zaid Sayed

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*A*spiring software developer with a strong foundation in software design and full stack. Eager to apply my coding skills in a professional environment and enhance my skill set. Seeking opportunities where I can actively contribute to real-world projects and gain valuable experience.

TECHNICAL SKILLS

- Java
- SQL
- HTML/CSS
- Prompt Engineering
- Python
- Javascript
- R
- Machine learning
- Photoshop
- Swift
- C++
- Data analysis

EXPERIENCE

Teaching Assistantship (TA)   Sept 2024 – Present
University of British Columbia   *Vancouver, BC*
- Conducting lab sessions and office hours for CPSC 121 - Models of computation and how memory is processed and stored.
- Fortifying students understanding in logic gates and circuits by guiding them in the right directions and ensuring they reach the optimal solution.

AI Software Engineering Intern / Program Manager   Aug 2023 – Aug 2024
VENU AI   *San Jose, CA*
- Efficiently redesigned our prompt engineering layer to speed up our sales pipeline and cope with high demand.
- Reduced overall debugging and testing time spent weekly by 40%.
- Program Manager - Managed and kept track of deliverables, GitHub issues, feature requests and bugs.
- Increased Sales outreach and scaled LLM by 25% to help customers close 30 sales calls in 30 days.
- Helped the startup increase our ARR by 85% through constant drive and determination.

PROJECTS

Maternal Health Risk Classifier | *R, Jupyter Notebook*   Sept 2023 – Dec 2023
- Developed a maternal health risk classifier using the KNN algorithm with R on jupyter notebook.
- Used performance evaluation test - matrix confusion, to evaluate our accuracy
- Accessed test data from a Machine Learning Repository

Finance Budget Tracker | *Java, JUnit, JSwing*   Jan 2024 – May 2024
- Application allowing individuals to track earnings, expenditures and cash flow statements
- Using JSwing to formulate an interactive and easy-to-use GUI.
- Using JSON for data persistence allowing data to be stored whilst exiting the app.
- Using JUnit, testing for each component and following design principles of a good software engineer.

Sudoku Solver | *Python*   May 2024 – June 2024
- Following design recipes, deployed a backtracking algorithm, using recursion to explore potential solutions.
- Employed arrays to represent the Sudoku board and constraint propagation techniques to reduce the search space and improve efficiency.
- Applied principles of depth-first search (DFS) in the context of a constraint satisfaction problem - sudoku.

EDUCATION

University of British Columbia   Vancouver, BC
Bachelor of Arts in Computer Science, Minor in Data Science   *Sep 2023 – May 2027*

GEMS Modern Academy   Dubai, UAE
IB Diploma   *April 2014 – May 2023*

CERTIFICATIONS

- Crash Course on Python
- Data Science
- Blockchain Essentials
- Software Construction
- Systematic Program Design

UBC Science Co-op

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