

Zain Saleem

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Education

- University College London** 2020 – Present
- First Year BSc Computer Science
 - o On track to achieve a first, with an 81% average in the first year - key modules: Principles of Programming, Algorithms and DS, Object Oriented Programming, Theory of Computation and Compilers
 - o Implemented several projects - the most enjoyable being the build of a Tetris AI auto player in Python
 - o Currently collaborating with other CS students to found a new Computer Science society
- Iford County Sixth Form College** 2018 – 2020
- A-levels - Mathematics A*, Economics A*, Chemistry A*
- Iford County High School** 2013 – 2018
- GCSE's – 5 grade 9's, 1 grade 8, 3 grade 7's, 1 grade 6 (including grade 9's in both Mathematics and English)

Professional Experience

- Peerr** (Software Engineer Intern) - <https://peerr.io/> July 2021 - September 2021
- Delivered the MVP for Peerr, a social learning quiz platform for medics in the UK, in preparation for the King's 20 Accelerator Programme
 - Collaborated in a team of 5 to build a B2C product from the ground up, working on both the product build and business strategy
 - Developed both the front and backend of the web application using React and Next js, with firebase serving as a nosql database and authentication provider
 - Utilised third party platforms such as Mailchimp and Sendgrid, amongst others, to implement marketing and remarketing features in the product
- Thatpart** (Software Engineer Intern) - <https://thatpart.co/> June 2021 - July 2021
- Developed web and app features for Thatpart, an app for saving and sharing podcast clips
 - Furthered React and Next js proficiency by delivering production ready code
 - Using Remotion and Three js, I programmatically created unique video templates for the new thatpart studio, a SaaS product providing video creation for podcasters
 - Implemented an internal tool used for pre-generating podcast clips - using NLP python libraries to execute text summarisation and keyword extraction from the rss feeds of podcasts
 - Developed marketing strategies through user research which increased user acquisition and experience
- Big Small Digital** (Software Engineer Intern) - <https://bigsmall.digital/> June 2019 - August 2019
- Worked alongside senior web developers in Big Small, a digital creative consultancy
 - Delivered product websites for clients - developing skills in javascript and AngularJS
 - Enhanced knowledge of Sketch and Photoshop, through assisting in the design of websites
- Krowd 9** (Software Engineer Intern) - <https://apps.apple.com/gb/app/rival-scores-premier-league/id1265081797> June 2018 - August 2018
- Worked under lead iOS engineer on the ongoing world cup project at Krowd9, a sports football app company
 - Developed new product features using Xcode and Swift which were published in the new updated release - e.g: displaying the new World Cup squads for each match fixture
 - Evaluated and measured the impacts of these newly developed features

Skills and Interest

Skills

- Proficient in Python, Javascript, Java, HTML and CSS
- Skilled in React, Next js, node.js
- Familiar with Swift and Xcode
- Basic knowledge of Adobe XD, Sketch and Figma

Interests

- Great interest in a variety of sports including football, boxing and MMA
- Enjoy long-distance cycling, cycled from London to Brighton in 2018
- Regularly buy antique furniture to upcycle or restore