ZAIN SYED (U.S Citizen)

Initial secret clearance | (626) 689-1615

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Education

California State University of Los Angeles   **Expected Grad 05/2024**
Bachelors in Computer Science   **GPA 3.6**

Technical Skills

Languages:
- ReactJS, C++, CSS, JavaScript, SQL, HTML, Python, Java

Operating Systems
- Windows, Ubuntu

Database Systems:
- MySQL, MongoDB

Work Experience

We2Link   **09/2023 – Present**
Role – Software Developer Intern
- Worked in pair programming to complete tasks in the given two-week sprints
- Developed my skillset on how to use version control software like JIRA and Github
- Enhanced my general knowledge with ReactJS and build a solid foundation to problem solve efficiently

DEVCOM C5ISR, Virtual Prototyping Branch   **06/2023 – 08/2023**
Role – Software Developer Intern
- Learned tools and software like visual studio code, that are used on the base to gain a better understanding of the workflow.
- Attended meetings and intern demos to get a hands-on experience of the projects that were being worked on by the branch or by other branches
- Collaborated alongside the other software developers to create an internal filter and search tool used for the base

Project Experience

Website Portfolio – CSS, ReactJS   **09/2023 – 10/2023**
- Created a website that shows off my previous projects as well as my skills and past internships
- Developed multiple components using react in order to make everything look clean and nice
- Learned how to use the netlify hosting and forms in order to make the contact me section on the website

Filtering and Searching Tool – JavaScript, CSS, ReactJS   **06/2023 – 08/2023**
- Designed and developed a node.js backend server to pass model and model data to be displayed on the ReactJS frontend
- Implemented the concepts of ReactJS I studied to handle the concept of networking with sockets and data transport to display data passed from node.js server onto the webpage

Logo Maker – C++, SFML   **01/2022 – 05/2022**
- Created multiple SFML objects to interact with each other in the program
- Implemented C++ functions to enhance functionality of the sfml objects in the program
- Learned how to implement a color picker type object to further enhance functionality of the program

SQL Database – C++   **08/2021 – 12/2021**
- Developed an SQL database that will create a table object based on the command you input
- Learned the basics of SQL and how the queries work, so I can implement the functionality in c++
- Designed and implemented a parser type object to parse through the command

Cockroach Poker – Java   **08/2021 – 12/2021**
- Implemented the real-life version of cockroach poker into a program using java swing
- Learned how to implement a lambda function to create conditions to end an ai or the players turn
- Created objects to interact with each other on the board