

# Zaiyan Azeem

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## EDUCATION

### Western University

*Bachelor of Engineering Science, Software Engineering*

London, ON

*Sep. 2020 – May 2025*

## TECHNICAL SKILLS

**Languages:** Java/Kotlin, JavaScript, Python, C, C++, C#, HTML/CSS, Dart

**Tools:** React, NodeJS, Firebase, Flutter, Arduino, SQL, AWS, Unix, Git, Jira/Confluence, Adobe Ps/Ae/XD/Ai/Pr

## EXPERIENCE

### Western Developers Society | *Technical Mentor*

*Sep 2022 - Jun 2023*

- Enhanced the club's digital web platform's performance with strategic web development initiatives
- Drove pivotal club initiatives in a collaborative effort with the VP of Development and Technical Lead
- Facilitated workshops to enhance technical and soft skills for club members
- Played an instrumental role in the club's rapid growth and establishment, making it one of the largest computer science clubs at Western University within its first year with over 200 students

## PROJECTS

### Music Archive Web-app | *HTML, CSS, Javascript, AWS, NodeJS, React*

*2022*

- Scaled Music Metadata API by provisioning over AWS EC2
- Implemented a REST API for accessing music metadata from a song archive using Node.js and Express
- Developed a simple front-end using pure HTML/CSS/JavaScript to interact with the API
- Integrated given CSV files containing artists, albums, tracks, and genres to populate the music archive
- Utilized asynchronous operations to show both static and dynamic data on the front-end
- Created input sanitization techniques to ensure data integrity and security
- Offers user authenticated access to search, manage, and curate song details sourced from extensive CSV music data

### Fantasy RPG | *Unity, C#, Git*

*2022*

- Created a 3D adventure game utilizing Unity and C#, following an iterative software development life cycle model
- Utilized software development practices, including unit testing, continuous integration, and collective code ownership to deliver high-quality and bug-free code
- Implemented OOP principles such as Inheritance, Overloading, Overriding, and Singleton in the game code to improve code structure and organization
- Conducted tests for game compatibility across various OS and resolved bugs.

### 'You-First' App | *Android Studio, Kotlin, Dart, Java, Firebase*

*2021*

- Developed Android app as part of hackathon project 'Hack the North' with a user-friendly interface, which aimed to promote mental well-being and self-care through easy access to meditation, positive quotes and wholesome memes
- Backend communicated with the Firebase API's to send daily push notifications
- Utilized Java and Firebase to build app, which included features such as meditation, positive quotes, and memes

### 'Collab.' Repository Web-app | *React, HTML, CSS, JavaScript, Git, Firebase, Adobe Ae/Ai/Ps*

*2021*

- Developed repository web-app for 'Hack Western' to aid with open source learning
- Designed website UI/UX design and interactions
- Users can share/upload content onto a database, where it can be accessed by other registered users for their personal learning using Google Firebase Authentication

### 'Split' App | *Android Studio, Java, SQL, Courier, Figma, Adobe Ai/Ps*

*2021*

- Created automated financial spend-and-split tracker app for 'TOHacks'
- Designed entire UI, logo and developed push notifications
- Enables users to create/join plans, sharing the total cost for chosen services with other users

### Laser Turret | *Arduino, C#, Visual Studio*

*2020*

- Engineered a laser turret controlled via Microsoft Xbox 360 controller, inspired by robotic ureteroscopy