ZAIN ASHRAF

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EDUCATION

University of Maryland   **College Park, MD**
B.S. in Computer Science   *Expected Graduation: Spring 2025*
- **Relevant coursework:** Object-Oriented Programming, Linear Algebra, Computer Systems, Discrete Structures, Data Structures and Algorithms, Data Science, Web Application Development with JavaScript.

TECHNICAL SKILLS

Languages: Java, Python, Javascript, Dart, Swift, Kotlin, C, C#, Ruby, Ocaml, SQL, Rust, HTML, CSS
Technologies/Frameworks: React.js, Node.js, Express.js, Java Springboot, Flask, Flutter, MongoDB, AWS, MySQL, Docker, Kubernetes, Spark, Git/GitHub, Linux, Unity Game Engine

EXPERIENCE

Senseonics   **Germantown, MD**
Software Developer Intern   *June 2024 - August 2024*
- Developed a mobile app in Flutter that used an Image Recognition API to identify over 20,000 foods from meal photos, store data in an S3 bucket, and log meal events with glucose levels in an AGP report, providing insights for patients and clinicians.
- Wrote clear documentation, improving team collaboration and app maintenance.
- Integrated and tested a mobile app that could host a web service, allowing separate devices to connect and turn on/off NFC scanning, and return all NFC tags scanned via endpoints, resulting in the handling of over 100 unique NFC tags.
- Performed automated testing on AWS Device Farm, reducing mobile device testing costs by approximately 40% by eliminating the need for physical device purchases and maintenance.

Leidos, Inc.   **Columbia, MD**
Software Engineer Intern   *June 2023 - August 2023*
- Collaborated with a team of 3 to design a 24-machine blade server that integrates computing resources from edge devices and securely manages containerized applications using Kubernetes, Docker, and Rancher.
- Analyzed 5000 VirusTotal reports utilizing PySpark to extract malware features, enhancing cybersecurity protocols and fortifying defense mechanisms against potential threats in the organization.
- Enhanced website usability using Node.js by updating backend data models and routing, streamlining form submissions, and boosting user engagement.
- Earned AFCEA Best Presentation Scholarship Award.

PERSONAL PROJECTS

Full-Stack Fantasy Football Stat Web Application | React.js, Java Springboot, Python, SQL, MySQL
- Engineered a web application using React for the front end and Java Spring Boot for the backend to provide fantasy football players with access to approximately 12,000 NFL statistics, utilizing data scraping and storing information in a MySQL database.

Full-Stack Web App for Streaming Service Availability | Node.js, MongoDB, HTML, CSS
- Implemented a full-stack web streaming availability application utilizing MongoDB, Node.js, HTML, and CSS, integrated with an API to enable users to track and manage streaming content accessibility.

Swim Avoid | C#, Unity Game Engine
- Utilized C# and Unity to develop a game where players control a fish using arrow keys to avoid electric eels, attracting 50 users.