

Zoha Qamar

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EDUCATION

University of Toronto

2025

Honours Bachelor of Science (HBSc): Computer Science & Statistics

- **Relevant Courses:** Software Design, Theory of Computation, Data Structures and Analysis, Artificial Intelligence, Machine Learning, Databases, Probability and Statistics II, Methods of Data Analysis, Web Culture and Design, Human-Computer Interaction and Communication, Fundamentals of User Interface, Immersive Environment Design, UX Design - Prototyping and Evaluation

EXPERIENCE

Application Programmer Intern

May 2023 - August 2024

Ministry of Education

Toronto, ON

- Developed and tested applications in an **Agile development environment**, debugging and troubleshooting to ensure reliability and functionality.
- Automated accessibility compliance testing by integrating tools like **WAVE**, **JAWS**, and **NVDA**, ensuring adherence to **WCAG 2.0 guidelines**.
- Authored **10+ detailed technical documents** for workflows and testing protocols, streamlining onboarding and improving knowledge transfer.
- Logged and tracked **40+ defects** using ALM software, collaborating with developers to resolve **95%** of issues pre-deployment and reducing defect resolution time.

Director of Social Media

July 2022 - April 2023

Women in Science and Computing (WiSC)

Mississauga, ON

- Increased social media engagement by **30%** through a strategic content calendar for platforms including Instagram, LinkedIn, and Discord.
- Collaborated with the marketing team to maintain brand consistency and crafted a robust community engagement strategy.
- Streamlined communications by integrating inquiries via multiple platforms into a centralized response system, cutting response time by **50%**.

PROJECTS

Personal Portfolio Website with AI Chatbot | *React, Tailwind CSS, React Router, GitHub Pages, OpenAI API*

- Designed and developed an interactive, responsive website with a custom pixel-art desk UI linking to GitHub, LinkedIn, resume pdf, and custom pages, showcasing frontend development, routing, responsive design, and deployment
- Integrated an AI-powered chatbot using the OpenAI API and a Node.js/Express backend hosted on Render to answer questions about my background and skills

Three Musketeers | *Java, JavaFX, JUnit testing*

- GUI board game using the MVC software design pattern and core OOP principles: abstraction, encapsulation, inheritance, and polymorphism

Onitama | *Python, Pygame, Pytest*

- Interactive GUI board game with user-controlled avatars, implementing abstract data types and OOP concepts

Meepo is You | *Python, Pygame, Pytest*

- User-controlled GUI game using Object-Oriented programming, abstract data types, encapsulation, recursion

Hangman | *Python*

- Word guessing game

TECHNICAL SKILLS

Languages: Python, Java, C, R, Bash, Shell, SQL, PostgreSQL, VBScript, Assembly, JavaScript

Web & UI: HTML, CSS, UI/UX Design, Adobe XD, Figma, React

Frameworks & Libraries: JavaFX, Pytest, JUnit, NumPy, Pandas, Matplotlib, PyTorch, RESTful APIs

Dev Tools: Git, GitHub, VS Code, PyCharm, Eclipse, Jira, ALM, Linux

Interests: Software Development, Machine Learning, Artificial Intelligence