

# 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, 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, improving knowledge transfer and onboarding for new team members and enhancing team efficiency.
- Logged and tracked **40+ defects** using ALM software, collaborating with developers to resolve **95%** of issues before 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%** by implementing a strategic content calendar for platforms including Instagram, LinkedIn, and Discord.
- Collaborated with the marketing team to align with the WiSC brand and crafted a robust community engagement strategy.
- Streamlined communications by integrating inquiries via multiple platforms into a centralized response system, reducing response time by **50%**.

## PROJECTS

### Three Musketeers | *Java, JavaFX, JUnit testing*

- Graphic user interface game consisting of the MVC software design pattern and using Object Oriented programming, abstraction, encapsulation, inheritance, polymorphism

### Onitama | *Python, Pygame, Pytest*

- User-controlled board game played by multiple avatars using Object Oriented programming and abstract data types

### Meepo is You | *Python, Pygame, Pytest*

- User-controlled graphic user interface design game played by multiple avatars using Object Oriented programming, abstract data types, encapsulation, recursion

### Wizardopoly | *Java*

- Object-oriented mini Harry Potter-themed Monopoly game played against computer

### Hangman | *Python*

- Word guessing game

### Arcade | *Java*

- Mini arcade platform featuring multiple games like rock-paper-scissors and guess-my-number

## 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, RESTful APIs

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

**Interests:** Software Development, Machine Learning, Artificial Intelligence