

Zuizz M. Saeed

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TECHNICAL SKILLS

- Languages: Python, Java, C, C++, C#, SAS, SQL, Perl, Kotlin, HTML/CSS, Javascript, OCaml
- Tools: ReactJS, Express, Angular, APIs, MongoDB, Firebase, Bash, Vim, Git, Jira, Trello

EDUCATION

Boston University

September 2021 - May 2025

- Master of Science in Computer Science, GPA: 3.7/4.0

Boston University

- Bachelor of Arts in Computer Science, GPA: 3.7/4.0

January 2024 - May 2025

WORK EXPERIENCE

Machine Learning Developer Intern - SAS Institute

May 2024 - Present

- Trained ML models on 4 data sets and extracted metadata statistics to [generate quality synthetic input data](#) for any generic ASTORE (stores state of a trained machine learning model) using Python Pandas, NumPy, and SD Metrics libraries
 - Implementing corresponding unit test in C source code to store metadata statistics within ASTORE file
- Won first place in [SAS Data Story Challenge](#) by analyzing World Development Indicators database (137 variables, 214 countries, 30 years) and creating a compelling SAS Visual Analytics dashboard about the effects of war in South Sudan
- [Certified SAS Programming Specialist](#) (reading, creating, and manipulating data for statistical analysis)

Software Engineer Intern - Triumph Group

June 2023 - May 2024

- Migrated 1000+ SQA documents from Synergy (Issue Tracking Software) to Jira using Perl and Adobe Acrobat
- Generated map files for dual-channel software builds and conducted unused code analysis of ~9000 C functions
- Assisted in SOI 2 software audit preparation (assessed 50+ Software Problem Reports and 170+ Unit Development Folders containing module source code, design/code review forms, and traceability/revision difference forms)

Teaching Assistant - Boston University

September 2023 - Present

- Hold weekly office hours to help students with CS (Java) coursework and guide students during weekly lab sessions

CS Learning Ambassador - Spark!

January 2023 - Present

- Organized BU's Civic Tech Hackathon (100+ participants), weekly tech talks (~25 attendees), and fostered a welcoming environment in the Spark! Space for 30+ students during shifts (10 hours/week)
- Created 3 programming micro challenges for Baby Got Hack event and guided 70+ participants with instructive debugging

Data Science Team Lead - Massachusetts Senator Markey Office

January 2024 - May 2024

- Served as the primary contact between the client and project team, ensuring clear communication and project alignment
- Developed interactive Tableau [dashboard](#) for government fund allocation analysis, reducing manual analysis time by 50%
- Designed XGBoost prediction of budget-given demographics and request reasoning, achieving 80% accuracy

Data Science Intern - The Grio

January 2023 - May 2023

- Created/evaluated a database of 3,285 exoneration cases in the U.S. and utilized NumPy to analyze patterns of warrant misconduct by police officials (identified 51 cases of warrant misconduct, and explored applications of NLP)
- Presented findings at Demo Day event (150+ attendees), and published [article](#) in honor of Breonna Taylor

PERSONAL PROJECTS (see [Github](#))

Rate My Gym - Javascript, React/Express, HTML/CSS, MongoDB, RapidAPI

- A "Yelp" for the fitness community; this web application stores user-submitted gym ratings (users can login via Google OAuth) and displays ratings for DEI niche categories such as gender distribution and average age in a gym

Outfit of the Day - Kotlin, NoSQL, Figma

- Android mobile app that generates outfits for users based on weather conditions, wardrobe, calendar events, and style
- Implemented wardrobe Firebase and image-to-text with Google Cloud Vision, configuring to 90% accuracy
- Designed front-end of 80% of the app (home, wardrobe, generator) using Jetpack Compose UI and Figma

Keyboard Device Driver - C, Assembly Language

- Disables the native operating system's keyboard driver and implements a custom interrupt-driven keyboard kernel module

Connect Four - Python

- Designed an AI player that uses state space search algorithms to analyze ideal future moves (adjustable AI difficulty)