Zuizz M. Saeed

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EDUCATION

- Boston University (2021-2025)
  - Major: Computer Science
  - GPA: 3.68, Dean's List
  - Relevant Courses: CS111 (Python), CS112 (Java), CS131 (Combinatoric Structures), CS132 (Geometric Algorithms), CS237 (Probability in Computing), CS320 (Concepts of Programming Languages)

WORK EXPERIENCE

- Intern at Center for Quantitative Medicine, UCONN Health, Farmington, CT (Summer 2020, Summer 2022)
  - Project: NETISCE (computational tool for identifying cell fate reprogramming targets in static networks. In combination with machine learning algorithms, NETISCE estimates the attractor landscape and predicts reprogramming targets using Signal Flow Analysis and Feedback Vertex Set Control)
  - Successfully reprogrammed the unperturbed embryo to 6/7 tissue fates using the corresponding experimentally verified perturbations on FVS control nodes, giving Signal Flow Analysis an accuracy of 85% (See https://veraliconalab.org/software/)
- Resident Assistant at Boston University (2022-Present)
  - Support 42 undergraduate students in their transition to college life by identifying and addressing their needs according to the goals of community building, diversity, and inclusion
  - Participated in a duty rotation for ~600 students, and responded to emergencies during 24-hour shifts
  - Utilized crisis intervention and conflict mediation skills to facilitate students through 1-on-1 meetings
- BU Engineering Library Assistant (2021-2022)
- BU Intramural Sports Referee (2022-Present)

PERSONAL PROJECTS (see portfolio)

- Personal Portfolio Website: https://zuizzms.github.io
- The Eight Puzzle
  - Uses state space search to solve the Eight Puzzle and compares the efficiency of various state space search algorithms (involving different heuristic functions)
- Connect Four
  - A Connect Four game that can be simulated between two AI players, played between a human player and AI player, or played between two human players. The AI player analyzes ideal future moves to improve its strategy (its intelligence can be adjusted by the user).
- Sudoku Solver
  - Implements recursive backtracking to solve any valid unsolved Sudoku puzzle

EXTRACURRICULAR ACTIVITIES

- Hack4Impact: contribute to computer science projects that improve the surrounding community (2021 - Present)
- Upsilon Pi Epsilon: International Honor Society for the Computing and Information Disciplines (2021 - Present)
- BU Brazilian Jiu Jitsu (2021 - Present)

VOLUNTEERING

- Gifts of Love Volunteer, Avon, CT (2018-Present)
  - Stock pantries and guide less fortunate families in acquiring food, clothes, and supplies
- Hartford Hospital VolunTEEN Program (Summer 2019)
  - Offered therapeutic activities to patients around the hospital (games, coloring, cards, etc.)

SKILLS

- Technology Stack: Python, Java, HTML, CSS, OCaml, AutoCad
- Languages Spoken: ASL (intermediate), Mandarin (intermediate), Urdu/Hindi (spoken), English (fluent)