






Zuhab Wasim





Languages

-  Java
-  C#, C
-  Python
-  Visual BASIC
-  SQL
-  HTML, CSS
-  Javascript

Tools

-  AWS
-  Unity
-  PostgreSQL
-  PyTorch
-  TensorFlow
-  React.JS
-  Ruby on Rails
-  Mongo DB

Information

-  (416) 302-8451
-  zuhab.wasim@gmail.com
-  [/in/ZuhabWasim](https://in/ZuhabWasim)
-  [/ZuhabWasim](https://ZuhabWasim)
-  zuhabwasim.github.io

Professional Experience

BiblioCommons

Software Developer

May 2020—Aug 2021

- Centralized **all** implementations for **20+** libraries with **React**, **Android**, and **iOS** apps.
- Thoroughly documented **70%** of the process and used **Python** and **SQL** to streamline integrations.
- Debugged **every** assigned issues facing the **Java** back-end and **Ruby on Rails** front-end employing **Git** Workflow.
- Expedited client networks to faster **AWS EC2** cloud solutions for **40+** libraries internationally.
- Utilized **PostgreSQL**, **Java**, and **Python** for transferring **over 1-million** records with batch processing timely to get "star" employee.

Education

University of Toronto

Honours Bachelor in Computer Science, Minor in Mathematics

- Artificial Intelligence [Python](#)
- Databases [PostgreSQL](#)
- Web Development [React.JS](#)
- Machine Learning [TensorFlow](#)
- Software Design [Java](#)
- Game Design [C#](#) [Unity](#)

Games

Reflection

zuhab.itch.io/reflection

Jan 2022—Apr 2022

- Leveraged **Unity** and **C#** to craft a 30-minute narrative/puzzle campaign from scratch.
- Oversaw a 10-person team of developers, musicians, and artists to design a full game in 3 months.
- Contributed to over **50%** of the entire codebase, focusing on gameplay programming.
- Showcased and recognized as the most exceptional game of the course, reaching **600+** views and **150+** downloads.

Lighter Souls

zuhab.itch.io/lightersouls

May 2022

- Collaborated using Git workflow to accomplish a full metroid-vania inspired game in one week.
- Programmed all player movements, controls, and animation integration with C# in Unity.
- Leveraged fundamental AI to actualize an entire boss sequence in the last two days that led to the game being publicly showcased for T.O. Jam 2022.

Projects

Skinmergency

Delta Hacks V

Jan 2019

- Developed an **Android** app in 24 hours and awarded the "Best Healthcare App" of the hackathon.
- Programmed a **Java**-based front-end to use camera input to identify 10 different diseases, their severity, and symptoms in seconds.
- Leveraged Microsoft's **Azure AI** with **TensorFlow** to accomplish a **96%** accuracy rate in distinguishing healthy moles from cancer.

FIRST Robotics

Founding Member and President

Sep 2015—Jun 2017

- Led the new team to achieve Rookie All-Stars and compete in **world championships**.
- Increased robot scoring by **200%** engineering new robot catch-and-release mechanisms.
- Integrated hardware and developed loop-based **Java** structure with **Eclipse** and controller-input.
- Leveraged PID controllers with **Java** for precise movements to reach **quarter-finalist status**.