

Zuhab Wasim

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TECHNICAL SKILLS

Languages: Java, Python, SQL, C#, JavaScript, HTML/CSS, Visual BASIC, Bash

Frameworks & Libraries: Flask, React.JS, HTTP, OAuth, Postman

Databases: PostgreSQL, MongoDB, Google Firebase, MySQL, DB Visualizer

Developer Tools: VS Code, .NET, PyCharm, IntelliJ, Android Studio, Eclipse, Unity, Prometheus

PROFESSIONAL EXPERIENCE

Software Developer

May 2020 – Aug 2021

BiblioCommons

- Delivered SaaS solutions that offer updated web framework and infrastructure for libraries globally; responsible for client onboarding, on-call, testing, and troubleshooting
- Standardized operating procedures for client onboarding onto our web and mobile app infrastructure using React and Android/IOS, reducing development time by 40%
- Parallelized client onboarding by developing/documenting a new onboarding procedure tripling team productivity
- Decoupled direct client connection leveraging faster AWS EC2 cloud solutions, syncing client databases on off-peak hours to reduce page load times by half
- Undertook a database migration for a large client using Python scripts, Java, and SQL to successfully transfer over 1 million records without downtime or data loss, earning “star” employee accolades

EDUCATION

University of Toronto

Toronto, ON

Honours Bachelor of Science in Computer Science, Minor in Mathematics

Relevant Courses: Complexity Analysis, Software Design, Game Design, Artificial Intelligence, Machine Learning, UX/UI Design, Operating Systems, Databases, Natural Language Processing, and Web Development

PROJECTS

Reflection | C#, Unity

Jan 2022 – Apr 2022

- Led a 10-person team of devs, musicians, and artists to design a 30-minute narrative/puzzle campaign in 3 months
- Introduced a Git/scrum workflow to coordinate between teammates, reaching development milestones twice as fast
- Contributed to over 50% of the C# backend, prioritizing game logic becoming the course’s most polished game
- Consistently documented progress for developers and players through weekly devlogs, reaching 600+ views and 150+ downloads by game launch.

Lighter Souls | C#, Unity

May 2022

- Collaborated with a team to design and develop a full metroid-vania-inspired game in one week
- Quickly developed all player movement, and controls with Unity/C# while promoting team coordination with a Git workflow, allowing for 50% additional content to be implemented beyond the MVP
- Developed an entire boss sequence utilizing finite state machines and AI heuristics in the final two days, leading to a successful showcase for T.O. Jam 2022

Skinmergency | Java, Android, Azure AI Custom Vision

Delta Hacks V

- Developed an Android app within 24 hours to identify 10 different skin diseases with image recognition
- Designed and coded a Java-based front-end to utilize camera feed directly for intuitive customer input, achieving the “Best Healthcare App” of the hackathon
- Leveraged Microsoft’s Azure AI with TensorFlow, developing smart image cropping to accomplish a 96% accuracy in distinguishing moles from cancer.

CommuniPay | Java, Android, Python, Google Firebase

UofT Hacks VI

- Engineered an Android app that streamlined e-transfer splitting for group events within 36 hours
- Repurposed the Interac API with Python and collaborated with industry professionals to successfully diagnose critical API issues in the last 4 hours
- Designed a fully functional MVP with a Java front-end and leveraged Google Firebase over relational database solutions to cut space usage by up to 50%