SAHER ANWAR ZIAUDDIN

5580 Sheppard Ave| ON, M1B 2L3

(902)-880-2071 | saher.ziauddin@dal.ca

LinkedIn: [www.linkedin.com/in/saher-ziauddin](http://www.linkedin.com/in/saher-ziauddin)

Portfolio Website: [https://saher-anwar.com](https://saher-anwar.com/)

Git: <https://git.cs.dal.ca/ziauddin>

EDUCATION

DALHOUSIE UNIVERSITY Jan 2020 – Dec 2023

* Major: Computer Science
* GPA: 4.24/4.30
* Courses include: Software Development, Data Structures and Algorithms, Database Systems, and Software Engineering

*Co-op status*

* Will be available for first Co-op term in May 2020

*SUMMARY OF SKILLS*

**Technical**

* Languages: HTML, Visual Basic, C#, JavaScript, JAVA
* Database Systems: MySQL
* Game Engines: Unity and Unreal
* Tools: Git, TortoiseGit

**Professional**

* Robust conceptual/innovative, analytical and logical skills through solving and creating numerous advanced algorithms
* Advanced knowledge in Object Oriented Programming, Data Structures and Computer Science Theory by excelling in Computer Science courses
* Meticulously able to pay attention to fine detail and grasp new tasks quickly
* Developed numerous interpersonal skills such as communication, listening and decision-making during community activities with supervisors and fellow peers
* Able to work reliably, both independently and amongst a team, while working with supervisors, co-workers, and peers.
* Comfortable working in multicultural environments
* Able to work under pressure through experience in a variety of fields
* Well-versed in different areas due to a variety of courses taken in University
* Highly proficient in English, Urdu, and Arabic

WORK EXPERIENCE

**Teaching Assistance at Dalhousie University**  **JANUARY - APRIL 2021**

* Currently a TA for 3 courses: Intro to Computer Programming, Intro to Computer Science and Web Development
* Learning how to use a variety of software such as Mimir and BrightSpace
* Fortifying fellow students’ knowledge in advanced JAVA by conducting labs
* Assisting students’ in various JAVA projects by debugging their code during office hours
* Collaborating with fellow TAs and professors to produce course requirements
* Providing feedback and guidance to 100+ students
* Participating in weekly meetings to discuss progress of students and variety of methods to improve quality of education

Personal Projects

Laser Defender DECEMBER 2019

* Created and developed interactive game content through Unity Engine and C#
* Implementation of gameplay system and logic in C#, including player controls and an efficient enemy wave spawning system using complex algorithms
* Conducted advanced testing for bugs and stability to ensure game works as intended with minimal bugs

**Baller DECEMBER 2020**

* Developed a simple game using Unity Engine and C#
* Using Unity documentation to learn about visual effects and post-processing and implemented it
* Analysed problems and developed solutions using advanced physics formulas and algorithms

ACADEMIC Projects

TIC-TAC-TOE WEBSITE DECEMBER 2019

* Lead the team to create an exceptional website by organizing meeting times and establishing a work plan
* Utilizing HTML, CSS and JavaScript to produce an outstanding website
* Assigning roles to different members of the team based on their strengths and weaknesses
* Assisting my teammates in debugging the code when symptoms of a bug are presented
* Encouraging team members express their ideas on the visual look of the website as well as its functionality and prompting their feedback on the finished outcome

Volunteer experience

UMMAH MOSQUE – INTERFAITH EVENT FEB 2020

Volunteer

* Responsible for setup, take down and helping the people navigate through the mosque
* Cleaning the entrances of the mosque to ensure safety of the invitees
* Ensuring a problem-free environment for different cultures to learn about Islam

DALLEAD CONFERENCE FEB 2020

Volunteer

* In charge of initial set up, meal distribution and takedown
* Carried a further responsibility of answering people’s questions during the activity