

Shanzid Shaiham

Full-stack web developer

Software engineer, NVIDIA

CS & Statistics, McGill University

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EDUCATION - McGill University (2019 - 2022)

Bachelor's in Computer Science and Statistics with focus in machine learning. CGPA: 3.81 (/4.00)

SKILLS

 JavaScript  Angular  VueJS  NodeJS  Google Cloud Platform  Firebase  NoSQL  UI/UX

 TypeScript  ReactJS  AWS

EXPERIENCE

Software Engineering, NVIDIA

February 2023 - Present

Tech Lead and Engineer in MagLev SWAT team for Autonomous Vehicles Infrastructure development

- Lead a team of four engineers, directing the technical vision to ensure the architectural integrity of systems built by the team.
- Collaborate across teams to develop data visualization tools, eliminate technical debt, and improve system performance.
- Support users by leading initiatives to develop new features and capabilities, significantly enriching the user experience.

Software Engineering Intern, NVIDIA

May 2022 - September 2022 (4 months)

MagLev UX SWAT for Autonomous Vehicles, a team dedicated to addressing time-critical deliverables across multiple AV teams.

- Mentored three interns - assigning tasks, discussing & fixing blockers, and pulling resources to ensure timely project completion.
- Collaborated across 4 separate teams to complete migration of C++ linux-only system to web-based app with full feature parity.
- Worked in GoLang backend to translate existing features from C++, and added new features based on evolving requirements.

 GoLang  JavaScript  ReactJS  Leadership

Software Engineering Intern, NVIDIA

May 2021 - September 2021 (4 months)

Member of MagLev UI, a state-of-the-art web app for Autonomous Vehicle (AV) software development at scale.

- Architected major integrations to embed a third-party, petabyte-scale data visualization tool into the MagLev UI.
- Led a multi-team effort to make browser authentication cookies more secure for over 3000 active users.
- Designed (in Figma), developed and shipped Angular UI library components for aggregated data visualizations.
- Analyzed user metrics and rolled out UI/UX changes across several pages, improving overall user experience.

 Angular  JavaScript  Kubernetes  Project Management  UI/UX

Tools Programmer (part-time), Ubisoft Montreal

September 2020 - May 2021 (8 months)

Member of Atlas, a team developing a web-based, open-world map design tool used in 20+ Triple-A games.

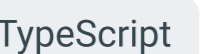

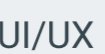
- Designed, developed, and shipped a feature in core product that adds data export functionalities (map data to CSV).
- Shipped progressive improvements by optimizing pages, solving pain points identified by users, and developing new features.

 VueJS  TypeScript  Vuetify  UI/UX  Project Management

Tools Programmer Intern, Ubisoft Montreal

May 2020 - August 2020 (4 months)

- Designed and built the website user interface for one of the most frequently used features of Atlas (map data to JPEG).
- Increased efficiency of a proprietary feature ordering algorithm by ~30%, improving UI responsiveness.
- Improved code consistency and reliability by enforcing formatting/linting guidelines and increasing code coverage with Jest.
- Created documentation for developers and presented code walkthrough webinars for onboarding of new members in the team.

 VueJS  TypeScript  Vuetify  UI/UX






See all technical work experience at shanzid.com

PROJECTS

niftymints niftymints.art

January 2022

Bootstrapped a software-as-a-service (SaaS) product to half a million visitors, and scaled to 10,000+ registered users after an investigation into the UX challenges in Web3, supervised by Prof. Joseph Vybihal from McGill University.

 VueJS  Typescript  NodeJS  Google Firebase  + Everything else that comes with building a SaaS