

# Saad Zubairi

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Developer Portfolio

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## Summary

Master's student at NYU Tandon with a strong background in full-stack development and hands-on experience in Machine Learning. Proficient in TypeScript, Java, Python, tools/libraries like Next.js, React, and Nest.js, and database design.

## Education

**New York University, Tandon School of Engineering**, New York, NY

Aug 2024 – May 2026

*MS Computer Engineering, focusing on Machine Learning and Software Engineering*

**IBA Karachi**

Aug 2019 – May 2023

*BS Computer Science*

- Final Year Project: **Talent Hive** – An automated NLP based recruitment portal model trained on 1000+ resumes, effectively shortlisting the top 10% of resumes for specific job roles. Portal Development on MongoDB, Express, React.js, and Node.js with additional microservices made using Fast API. Employed Firebase Storage and AWS for safe file handling.

## Work Experience

- Lead Full-Stack Software Engineer**, Sadiq.ai, Karachi, **May 2024 – Aug 2024**
  - Led a team of 5 engineers to develop SupportSphere—a unified healthcare management system.
  - Architected the web application from scratch, including designing the database schema.
  - Spearheaded the end-to-end development of the application using **Next.js** and **Nest.js** with **TypeScript**.
  - Developed and optimized front-end components in Next.js and handled **90% of the back-end** using **Nest.js**.
  - Ensured compliance with WCAG and ARIA standards by integrating accessibility features.
  - Managed 6 AWS servers and automated their CI/CD pipelines for efficient deployment.
- Technology Analyst**, United Bank Limited, Karachi, **Jul 2023 – May 2024**
  - Developed and enhanced 30+ Java based core banking APIs for Temenos Infinity migration.
  - Coded 5 user journeys, comprising of 23 screens, utilizing JavaScript and Quantum Visualizer.
  - Debugged legacy .NET backend, ensuring smooth operation.
- Front End and UX/UI Intern**, Run Sports LLC, New York, **Dec 2022 – Jan 2023**
  - Designed 15 user journey wireframes, prototypes, and mockups for a gamified social media app using Figma.
  - Programmed 20+ interactive UI elements and 5+ animations in Unity for user interface development.
  - Elevated engagement and retention by 37% by introducing a reward system and a leaderboard experience.

## Projects

- SupportSphere**: An AI-Powered unified healthcare portal made using Next.js, Nest.js, Prime React, Postgresql, and Firebase, with CI/CD managed by GitHub on Amazon EC3 Instances. Built with a heavy focus on simplicity and uniformity. Engineered over 20 user journeys while using Jest as the testing framework.
- Hoops**: An anonymous letter writing application crafted using the MERN stack encompassing 15+ functionalities with a complex front-end made entirely from scratch on React.js with CSS and a robust backend made on Node.js and Express.js.
- Pixel Cut**: A 2D Platformer game designed in Unity focused around a challenging yet gratifying player experience.

## Skills

- Programming Languages**: Java | Python | JavaScript | TypeScript | C/C++ | HTML5 | CSS3
- Frameworks & Libraries**: | Next.js | Nest.js | React.js | Node.js | Flutter | SDL 2.0
- Database Management**: MySQL | PL/SQL | MongoDB | JSON | PostgreSQL | Prisma ORM
- Tools & Protocols**: Oracle-19c | Git | Blender | Unity | Figma | Jest | REST API | GraphQL
- Graphics & Multimedia**: Photoshop | Premier Pro | After Effects

## Certifications & Achievements

- Google UX Design Certification (7-course specialization on UX designing).
- Google IT Automation in Python (6-course specialization on Python Programming).