

# Zowraiz Qureshi

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## EDUCATION

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### University at Buffalo

*Bachelor of Science in Computer Science*

Buffalo, New York

May 2025

### Relevant Coursework

Software Project Management, Software Engineering Concepts, Modern Networking Concepts, Machine Learning, Data Structures, Applied Human Computer Interaction, Modern Computing Systems Algorithms, 3D Game Development

### Certifications & Training

Google Project Management Professional Certificate, Google Data Analytics Professional Certificate

## EXPERIENCE

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### ZAO Supplies | *Data Entry Analyst*

June 2025 - August 2025

- Analyzed purchase records in Excel to identify recurring discrepancies, reducing monthly supply costs by 5%.
- Applied Excel formulas and PivotTables to organize and consolidate purchasing, payroll, and loss data, improving accuracy and streamlining reporting.
- Automated financial reporting by building interactive Excel dashboards with dynamic charts and formula-driven summaries to visualize key metrics.

### University at Buffalo | *Student Project Manager*

January 2025 - May 2025

- Led 10 engineers across 2 Agile teams developing full-stack applications (travel planning and music streaming), driving sprint planning, backlog prioritization, and on-time milestone delivery.
- Coordinated development workflows using Git (branching and merges), Figma, and Scrum boards while facilitating stand-ups, sprint reviews, and roadmap planning to maintain project alignment.
- Oversaw end-to-end development from wireframing through implementation, testing, and deployment.

## PROJECTS

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### CookCraft | *PHP, JavaScript, CSS, SQL, React, Laravel, Git, MySQL, Figma, Trello*

May 2025

- Developed a full-stack recipe sharing and discovery platform with a React/JavaScript frontend and Laravel/PHP backend, enabling scalable CRUD operations across 250+ recipes.
- Architected a normalized MySQL database to establish referential integrity between users, recipes, and interactions.
- Strengthened application security by implementing RBAC and JWT-based authentication within RESTful APIs, enforcing input sanitization and parameterized database queries to prevent XSS and SQL injection.

### AREA-51-Z | *C++, Git, Unreal, Azure*

December 2024

- Developed a 3D PvE FPS game in Unreal Engine using C++ and Unreal Blueprints, building 3 custom levels integrated with original assets and interactive gameplay elements.
- Designed enemy AI behavior and wave-based spawning logic using the Unreal AI framework.
- Engineered core gameplay systems, including player movement, health management, combat mechanics, HUD integration, and power-up functionality.

### Movie Share | *JavaScript, CSS, React, Git, Figma, Trello*

May 2024

- Developed reusable responsive UI components using JavaScript and CSS, translating Figma wireframes into modular frontend architecture for a media review and discussion platform.
- Implemented asynchronous API-driven state updates in React to support user messaging and interactions.
- Improved search response time by 30% through eliminating redundant API requests and optimizing query handling, resulting in faster UI updates.

## SKILLS

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**Languages:** C, C++, Java, Python, PHP, JavaScript, CSS, HTML, SQL, R

**Frameworks & Libraries:** React, NodeJS, Flask, Pandas, RenPy, NumPy, Matplotlib, Laravel

**Other Tools:** Git, VS Code, Unreal, Docker, Azure, MySQL, Figma, Trello, Jupyter, Excel, Tableau, R Markdown

**Technical Competencies:** Data Structures & Algorithms, Object-Oriented Programming, Agile, Data Visualization