

ZAYN MALIK

London, UK

☎ +44 7875202002 ✉ zaynmalik@azyn.dev [in](#) [LinkedIn](#) [G](#) [GitHub](#)

Education

University of Southampton

September 2024 - July 2027

BSc in Computer Science

Southampton, UK

- First Class Honours in 1st Year - Final Grade 75%
- Modules: Programming (1 & 2), Mathematics (1 & 2), Data Management, Computer Systems, Algorithmics, Networks and Security, COMP Laboratory Programme
- Technical report completed on the prospect of LLM-based transcription – Scored 70%
- Took on the lead role in a group project on technology in healthcare – Scored 80%

The Heathland School, Hounslow

February 2018 - August 2024

Secondary Education

Hounslow, UK

- A-Levels: Computer Science (A*), Mathematics (A), Physics (A)
- GCSEs: 9 A* equivalent grades, one A equivalent grade, including A*s in Computer Science, Mathematics and English

Projects

Locker — Backend Authorisation Service

Spring Boot | PostgreSQL

- **Spring Boot** framework implemented for user authorisation and safe data transfer
- **Role Based Access Control** and **JSON Web Tokens** utilised to secure registration and login
- Built to be versatile and reusable for future applications
- Crafted **REST** controllers to handle **HTTP** requests and responses
- Applied **PostgreSQL** DBMS for data storage with **Flyway Migration** handling schema changes

Shuriken Showdown — Twin-Stick Shooter

Pygame | SQLite3

- A-Level NEA Project (Scored 91%)
- Integrated the **Pygame** library for pixel-by-pixel collision detection and game state management
- Application of **Object-Oriented Paradigm's** core concepts (abstraction, encapsulation, inheritance, polymorphism)
- Designed a locally stored leaderboard & login system via **SQLite**

CoLeague — SotonHack 2026

Flask, Gemini, ElevenLabs

- Developed a workplace Fantasy Football Flask application with Discord and GitHub integration
- Crafted a dual-stream analysis engine using the **Gemini API** to quantify **social sentiment** from Discord logs and **technical productivity** from GitHub commit history to calculate user scores.
- Deployed on the **Google Cloud Platform** for higher scalability and capability for large userbases
- Implemented OAuth verification protocols for heightened security and smooth third-party synchronisation
- Dynamic generation of real-time AI-commentary scripts using **Elevenlabs API** and sentiment analysis data

Chess Fragments — MiniMax Chess Engine

Python

- Developed a high-throughput Chess Agent utilising MiniMax, Alpha-Beta Pruning and Iterative Deepening Search
- Tactical use of bitboards and bitwise operations for highly-efficient storage, increasing reachable depth by 6+ plies
- Utilised Zobrist Hashing for a Transposition Table allowing for faster calculations using a memoization approach

Technical Skills

Programming Languages: Python, Java, C, Haskell

Database Management: SQLite, PostgreSQL, MongoDB

Frameworks: Pygame, Spring Boot, Flask, JavaFX

Developer Tools: Git, Docker, Maven, WireShark

Other: LaTeX