Syed Saheer Multani

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SUMMARY OF QUALIFICATIONS

- 3rd Year Computer Engineering Student Specializing in Software Engineering with strong analytical skills.
- 4 Months of Paid Software Development Experience: Gained hands-on experience with API integrations, automation, and data management during an internship, achieving efficiency improvements and scalable solutions.
- 2 Years of Customer Service Experience: Developed key interpersonal and organizational transferrable skills, including communication, problem-solving, and teamwork, in a client-facing environment.
- Technical Skills: Proficient in Java, Python, C/C++, JavaScript, HTML/CSS, VHDL, FPGA, Oscilloscopes, MATLAB, x86 Assembly, XML, LaTeX, Bash, Express.js, JavaFX, Flask, GitHub, MySQL, APIs, Smartsheet.

EDUCATION

Bachelor of Engineering: Computer Engineering - Software Engineering Option

Toronto, ON

Toronto Metropolitan University (Formerly Ryerson University)

Exp. 2027

EXPERIENCE

BIM Software Developer Intern

May 2024 – August 2024

Loblaw Companies Limited

Brampton, ON

- Developed comprehensive integrations for Autodesk BIM 360, creating a Node.js/Express.js solution that added over 425 users to projects, reducing manual onboarding time by 90+%.
- Built an advanced API-based integration to add individual users to over 3,500 projects, cutting down onboarding time by 80+% and enhancing scalability for future expansions.
- Developed Smartsheet-based API applications to automate updates across thousands of entries, drastically reducing manual data entry and enhancing accuracy in project tracking.
- Created Smartsheet workflows to archive tasks across 500+ stores, reducing data management time by 70+% and decreasing administrative workload.

General Merchandise & Grocery Clerk

July 2022 – July 2024

The Real Canadian Wholesale Club

Mississauga, ON

- Provided great customer support by providing to any customers' needs.
- Ensured store shelves were organized and that product displays met company standards and were stocked.
- Ensured accurate product scanning, identified inventory needs and assisted with ordering. Kept department areas neat and ensured health and safety standards.

PROJECTS

Smart Crafting Display | Forge API, Java, Minecraft, and Gradle

September 2024 - Present

- Currently developing a detailed crafting mod/guide in Minecraft to simplify item creation, featuring clear component breakdowns and user-friendly quantity displays.
- Designing a visually appealing interface with customizable backgrounds and increased transparency to enhance user experience and accessibility.
- Working on a fully operational inventory management system, including features for locking the GUI and resizing options to optimize gameplay.

FormatX | JavaScript, Python, HTML, CSS, and Flask

June - July 2024

- Created a web application that offers advanced features such as image conversion, PDF merging, and splitting, streamlining document management for users with diverse needs.
- Focused on designing an intuitive interface that improves accessibility and engagement, leading to increased user satisfaction and adoption rates.
- Developed secure backend processes for efficient file handling, including error-checking mechanisms and optimized processing workflows, ensuring high performance and reliability in document management tasks.

Retail Banking System | Java, JavaFX, SQL, and Bash

April - May 2024

- Developed a retail banking system with a JavaFX GUI and SQL Developer database, applying object-oriented principles and design patterns for scalability and maintainability.
- Created a role-based authentication system, enabling customers to perform transactions (deposits, withdrawals) and employees to manage accounts.
- Automated database operations with Bash scripts for table creation, data population, and querying, streamlining data management across branches and headquarters.
- Enforced data integrity using BCNF concepts with unique constraints, data reliability, and user experience.