Syed Saheer Multani

647-926-4730 | saheer.multani@torontomu.ca | linkedin.com/in/saheermultani | github.com/blazzzin | saheermultani.com

Summary of Qualifications

- Third-year Computer Engineering student specializing in Software Engineering with a strong focus on software development and system integration.
- Demonstrates a strong work ethic through consistent dedication to project deadlines and a proactive approach to problem-solving in high-pressure situations, as evidenced by successfully delivering major group projects on time and coordinating tasks effectively among team members and colleagues.
- **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, and Smartsheet.

Education

Bachelor of Engineering: Computer Engineering - Software Engineering Option Toronto, ON
Toronto Metropolitan University (Formerly Ryerson University) *Exp. 2027*

Experience

BIM 360 Software Developer 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.

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 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 | *JavaFX, MySQL, SQL Plus and Bash* April - May 2024

- Developed a retail banking system with a JavaFX GUI and MySQL 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 with unique constraints, credential storage, data reliability, and user experience.

Central Processing Unit | *VHDL, FPGA, and Quartus II* November - December 2023

- Employed Quartus II and VHDL to architect and deploy a custom 8-bit CPU on FPGA, incorporating an Arithmetic and Logic Unit (ALU) and control unit.
- Engineered a versatile ALU capable of executing multiple arithmetic and logical operations, leveraging a Finite State Machine (FSM) control unit and a 4x16 decoder for opcodes and coordinate operations across components.
- Simulated and verified design with seven-segment display outputs for result visualization.