David Shahi

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Objective:

Dedicated and highly motivated Computer Science major with a strong foundation in programming, VR development, and a passion for innovation. Seeking an entry-level position in the field of computer science to apply my skills, contribute to a dynamic team, and continue my professional growth.

Education:

Bachelor of Science in Computer Science
California Polytechnic University, Pomona
Pomona, CA
Expected Graduation: Fall 2024
GPA: 3.6

Skills:

Programming Languages: Java, Python, C, C#, C++, JavaScript
Development Tools: Unity, Visual Studio Code, IntelliJ, Eclipse, Android Studio, Jupyter Notebook, Apache NetBeans
Technologies: VR Development, Object-Oriented Programming, Algorithms & Data Structures
Operating Systems: Windows, Kali Linux
Version Control: GitHub, Git

Projects:

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1. 3D World Generator in Apache NetBeans (Java)
- Description: Developed a 3D world generator in Apache NetBeans using Java, offering a dynamic environment similar to Minecraft. The application generates random chunks with landscape features and includes functionality to transform chunks into a Nether world.
- Key Features:
- Random chunk generation for a diverse and dynamic world.
- Landscape manipulation tools for user interaction.
- Transformation of chunks into a Nether world for added complexity.

- Key Contributions and Achievements:
- Successfully implemented efficient algorithms for random chunk generation.
- Developed intuitive landscape manipulation features.

2. Mini Twitter Application (Java)
- Description: Designed and implemented a Java-based mini Twitter application, showcasing a mastery of object-oriented design principles and incorporating multiple design patterns. The application provides users with the ability to create profiles, form groups, follow other users, and engage in tweet messaging.

The focus on user interactions and real-time updates creates a dynamic and engaging social media experience.

- Key Features:

- User and group creation with customizable profiles.
- Followings, followers, and a real-time tweet feed for dynamic interactions.
- Secure messaging system for private conversations.

- Key Contributions and Achievements:

- Demonstrated proficiency in multiple design patterns, enhancing the application's structure and maintainability.
- Developed an intuitive user interface for seamless navigation.
- Implemented a robust messaging system with encryption for enhanced privacy.

3. VR Sword & Pistol Experience

- Description: Developed an immersive VR experience combining swordplay and shooting elements, drawing inspiration from games like Beat Saber. Utilized Unity3D and C# to create engaging interactions and realistic scenes.

- Key Features:

- VR slicing mechanics for dynamic swordplay.
- Pistol shooting functionality with realistic recoil.
- Seamless scene loading for a continuous and immersive gameplay experience.
- Integration of OVR package for optimal VR interactions.
- User Interface (UI) interactions to enhance player engagement.

Key Contributions and Achievements:

- Implemented advanced VR slicing mechanics, providing users with a dynamic and satisfying swordplay experience.
- Developed realistic pistol mechanics, including accurate recoil and responsive controls.
- Achieved seamless scene loading to ensure a continuous and immersive gaming environment.
- Utilized OVR package to enhance VR interactions, resulting in a more immersive and intuitive experience.
- Designed and implemented user-friendly UI interactions for easy navigation within the VR environment.

4. VR Volleyball

- Description: Developing an immersive VR Volleyball game with a focus on realistic physics and lifelike animations using Unity3D and C#.

- Key Features:

- Realistic ball physics for lifelike gameplay.
- Fluid player animations to enhance the VR experience.
- Multiplayer functionality for competitive gameplay.
- Real-time scoring and player statistics tracking.

- Key Contributions and Achievements:

- Successfully implemented advanced physics algorithms for accurate ball movement.
- Collaborated with a team of developers to ensure seamless multiplayer functionality.

- Expected Completion Date: 2024

Certificates:

- Course Title: Oculus Quest Development with Unity (Udemy)
- Completion Date: March 2023
- Description: Comprehensive training in Oculus Quest development using Unity, covering topics such as Oculus Controllers, XR Interaction Toolkit, UI Interactions in VR, VR Slicing, VR Scene loading, Full-body VR System with Final IK Avatar, and VR Shooting.

Affiliations:

Glendale Community College STEM Club
Chairman (2021-2022)

- Led and organized club activities, fostering collaboration and knowledge sharing among STEM enthusiasts.
- Coordinated events, workshops, and guest lectures to promote STEM education and engagement within the college community.
- Facilitated discussions and initiatives aimed at advancing STEM-related projects and interests among club members.

References: Available upon request.