

David Shahi

shahidavid02@gmail.com • (818) 629-5495 • [Portfolio](#)

Computer Science graduate with experience in full-stack, mobile, and game development, eager to apply programming skills and contribute to innovative projects in dynamic teams.

EDUCATION

California Polytechnic University, Pomona
Bachelor of Science, Computer Science

Fall 2024

CERTIFICATIONS

Oculus Quest Development with Unity (Udemy): VR development using XR Interaction Toolkit, UI Interactions, VR Slicing, and VR Scene Loading.

Complete C# Unity Game Developer 3D (Udemy): Focused on mastering C# programming in Unity

SKILLS

- **Programming Languages:** Java, Python, C++, C, C#, Dart, JavaScript, HTML, CSS, Lua
- **Development Paradigms:** Object-Oriented Programming, Algorithms & Data Structures, Unit Testing
- **Frameworks/Technologies:** Unity, Android Studio, Firebase, Flutter, Flask, API integration, MySQL
- **Operating Systems:** Linux (Ubuntu, Terminal)
- **Version Control:** Git, Github, Gitlab
- **Development Tools:** VS Code, IntelliJ, Microsoft Visual Studio, Eclipse, Apache NetBeans

PROJECTS

1. TrustEduAI: AI-Based Polling App for Math Education

- Developed an AI-based polling app for TrustEduAI using Flask and OpenAI API to dynamically generate second-grade math questions with adaptive difficulty levels.
- Integrated user feedback and dynamic difficulty adjustment features to enhance student learning and engagement through immediate response mechanisms.
- Debugged and resolved backend issues during API integration, improving problem-solving skills while tackling challenges with OpenAI's API.

2. Mobile App - Squad Seeker (Published [here](#))

- Developed an app enabling gamers to find teammates, featuring customizable profiles and game libraries
- Engineered sophisticated search algorithms to match users based on skill, language, and game preferences.
- Implemented a user rating and feedback system to enhance profile credibility using Firebase and Flutter.

3. Python File Organizer Automation Script

- Developed a Python script that **automates** file organization by type, improving desktop cleanliness.
- Demonstrated productivity enhancement by significantly reducing file management time.
- Enhanced system performance by optimizing the script to manage large volumes of files efficiently

4. 24 Hour Hackathon Web Application: On-Campus Dining Guide

- Developed a web application to efficiently locate campus dining options using HTML, CSS and JavaScript.
- Implemented a robust **filtering system** for dietary preferences like vegan and gluten-free.
- Integrated detailed restaurant info and direct links for enhanced user decision-making.

5. VR Sword & Pistol Experience

- Created a dynamic VR gaming experience with swordplay and shooting mechanics using Unity3D and C#.
- Engineered advanced VR mechanics including realistic recoil and seamless scene transitions.
- Designed intuitive UI interactions to ensure easy navigation and superior player engagement.