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++, HTML, CSS
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, Mac OS
Version Control: GitHub, Git

Projects:

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1. 3D World Generator in Apache NetBeans (Java)
Developed a dynamic 3D world generator in Apache NetBeans using Java, simulating a Minecraft-like environment.
Key Features:
- Implemented random chunk generation for a diverse and dynamic world.
- Created landscape manipulation tools for user interaction.
- Enables the transformation of chunks into a Nether world for added complexity.

Achievements:
- Efficiently implemented algorithms for random chunk generation.
- Developed intuitive landscape manipulation features.

2. Mini Twitter Application (Java)
Developed a Java-based mini Twitter application emphasizing object-oriented design principles and incorporating various design patterns.
Key Features:
- User and group creation with customizable profiles.

- Dynamic interactions through followings, followers, and real-time tweet feed.
- Secure messaging system for private conversations.

Achievements:

- Proficiently applied multiple design patterns for improved structure and maintainability.
- Designed an intuitive user interface for seamless navigation.
- Implemented a secure messaging system with encryption for enhanced privacy.

3. VR Sword & Pistol Experience

- Created an immersive VR experience with swordplay and shooting elements using Unity3D and C#.

Key Features:

- Dynamic VR slicing mechanics and realistic pistol shooting with recoil.
- Seamless scene loading for continuous and engaging gameplay.
- Integration of OVR package for enhanced VR interactions.
- User Interface (UI) interactions for improved player engagement.

Achievements:

- Implemented advanced VR slicing mechanics and realistic pistol mechanics.
- Achieved seamless scene loading and enhanced VR interactions with the OVR package.
- Designed user-friendly UI interactions for easy navigation.

4. VR Volleyball

Developing an immersive VR Volleyball game with realistic physics and animations using Unity3D and C#.

Key Features:

- Realistic ball physics and fluid player animations for lifelike gameplay.
- Multiplayer functionality for competitive gaming.
- Real-time scoring and player statistics tracking.

Achievements:

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

Expected Completion Date: 2024-2025

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.