

# David Shahi

Santa Clarita, CA

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David Shahi is a driven Computer Science graduate with expertise in full-stack, VR, and mobile development, skilled in Java, C++, Python, Unity, and Android.

## SKILLS

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- **Programming Languages:** Java, Python, C++, C#, C, HTML, CSS, JavaScript, Dart
- **Technologies:** Object-Oriented Programming, Algorithms & Data Structures, Unit Testing, Mobile and VR Development using Android Studio, Firebase, Flutter, and Unity.
- **Development Tools:** Git, VS Code, IntelliJ, Eclipse, Apache NetBeans

## PROJECTS

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### 1. Published Mobile App - Squad Seeker

- Developed "Squad Seeker," an app enabling gamers to find teammates, featuring customizable profiles and game libraries. Published on Google Play store.
- 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.

### 2. Python File Organizer Automation Script

- Developed a Python script that automates file organization by type, improving desktop cleanliness.
- Designed a user-friendly command-line interface that automates sorting by file extensions.
- Demonstrated productivity enhancement by significantly reducing file management time.

### 3. 24 Hour Hackathon Web Application: On-Campus Dining Guide

- Developed a web application to efficiently locate campus dining options using full-stack development.
- 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.

### 4. 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.

### 5. VR Volleyball

- Developing an immersive VR volleyball game with realistic physics and animations using Unity3D and C#.
- Engineered advanced physics algorithms and realistic NPC interactions to mimic lifelike gameplay.
- Incorporated real-time scoring and statistics tracking to bolster game dynamics and player engagement.

## EDUCATION

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California Polytechnic University, Pomona  
Bachelor of Science, Computer Science

Fall 2022 - Fall 2024