

David Shahi

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Computer Science student specializing in full-stack, VR, and mobile development, set to graduate in the Fall and ready to apply theoretical knowledge in practical, innovative projects.

SKILLS

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

PROJECTS

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

- Developed "Squad Seeker," 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**.

2. 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

3. 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.

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. Twitter Quote Bot

- Developed a Python-based Twitter bot that automatically tweets inspiring quotes daily using the **Twitter API** and Tweepy library

6. 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.

7. Java Mini Twitter

- Developed a desktop platform that allows users to manage profiles, post tweets, and interact socially in real-time
- Implemented **Singleton, Observer, and Visitor design patterns** to optimize data flow, user interface updates, and analytical functions efficiently

EDUCATION

California Polytechnic University, Pomona
Bachelor of Science, Computer Science

Fall 2022 - Fall 2024

Oculus Quest Development with Unity (Udemy): Focused training on Oculus Quest VR development, including Oculus Controllers, XR Interaction Toolkit, UI Interactions, VR Slicing, and VR Scene Loading.