Fateh Ali Syed Bukhari

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EDUCATION

University of Calgary — Calgary, AB
Bachelor's Degree, Schulich School of Engineering — Major: Software — *Sep 2022 – Present*

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS
Frameworks: React, Node.js, Flask, Spring Boot
Developer Tools: Git, Docker, Jira, Power BI, VS Code, PyCharm, Eclipse
Databases: MySQL, PostgreSQL | **Libraries**: pandas, NumPy, Matplotlib

PROJECTS

Study Planner | *React, Flask, Supabase, GPT-4o, PostgreSQL* — Jul 2025
- Engineered an AI-powered system that parsed course outlines to auto-generate 50+ deadlines and study schedules
- Implemented dual AI engine support (OpenAI GPT-4o, Google Gemini) with OCR for PDF, Word, and text inputs
- Designed a full-stack platform using React, Flask, and Supabase with real-time sync and Row Level Security
- Built dashboards, calendar views, and grade-tracking tools to improve planning efficiency for student users
- Collaborated with 4 teammates to deliver task management, what-if calculators, and admin analytics features
- Deployed the system with secure authentication and responsive UI for seamless use across devices

Subway Screen | *Java, APIs, GUI, MySQL, Javadoc* — Jul 2024
- Created a subway display showing 100+ real-time train updates, stations, and transfers
- Built a MySQL database to manage 50+ rotating ads with different formats and schedules
- Integrated weather and news APIs, filtering 200+ results for relevant displays
- Added a train tracker with automated announcements to cut query time by 30%
- Applied OOP with UML modeling, inheritance, and robust error handling

Movie Theatre | *C++, Java, React, Spring Boot, MySQL, Git* — Dec 2024
- Engineered a ticket booking system with seat selection, secure payments, and email tickets
- Implemented user roles with tailored benefits for registered users
- Designed a database to manage 1,000+ profiles, payments, and ticketing transactions
- Created an interactive UI for movie searches, theatre selection, and showtime viewing
- Used Git to manage 50+ commits across the project lifecycle

Bar-Dodging Game | *C, Arduino, Control Stick, Prusa-Slicer* — May 2021
- Built an arcade-style joystick game on Arduino with adaptive difficulty scaling
- Implemented a scrolling bar obstacle with a random gap that shrinks and speeds up as scores increase
- Added collectible stars, high-score system, and a rules/options menu
- Designed difficulty curves to maintain engagement over 200+ test rounds
- Optimized collision detection, input handling, and scoring logic for smooth gameplay

EXPERIENCE

Warehouse Team Lead — Apr 2020 – Present
Spud.ca — *Calgary, AB*
- Implemented Microsoft Dynamics during a digital inventory shift across 100+ categories
- Streamlined onboarding with Jira, reducing setup time and improving workflows
- Built Power BI dashboards to analyze key performance metrics and inform decisions
- Improved inventory reconciliation accuracy, reducing errors by 30%

Cashier — Apr 2017 – Oct 2018
Massooms Bakers — *Pakistan*
- Processed 50–80 daily transactions with 100% accuracy, ensuring customer satisfaction
- Balanced cash drawer managing $1,500+ daily flow with zero discrepancies
- Assisted customers with product selection, boosting promoted item sales by 15%
- Collaborated with 5 teammates to maintain store cleanliness and smooth operations