

Shahaan Khan

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Education

Syracuse University

Master of Science in Applied Human Centered AI

Syracuse, New York, United States

January 2027

- Coursework: Natural Language Processing, Dynamics of Human AI Interaction, Introduction to Data Science, Building Human Centered AI Applications, Deep Learning in Practice, Responsible AI, Text Mining, Applied Machine Learning

York University

Bachelor of Science in Computer Science – Honours

Toronto, Ontario, Canada

October 2023

- Coursework: Fundamentals of Artificial Intelligence, Advanced Object-Oriented Programming, Data Mining, Software Design

Technical Skills

- Programming & Development: Java, Python, C++, R, React, TypeScript, SQL
- AI/ML Frameworks: TensorFlow, PyTorch, Scikit-learn, Recommender Systems, Personalization Engines
- Infrastructure & DevOps: Docker, AWS, GitHub, PostgreSQL, MongoDB, Supabase

Personal Experience

Stalwart Development Group

Project Manager

Syracuse, New York

April 2024 – August 2025

- Spearheaded a \$7 million+ portfolio comprising diverse initiatives
- Lead the first general contractor project for the company valued at \$3.25 million, delivering 70% profitability
- Developed comprehensive project documentation to ensure transparency and cross-team collaboration

Stalwart Development Group

Computer Systems Analyst

Syracuse, New York

November 2023 – April 2024

- Designed and implemented enhanced cybersecurity protocols and procedures on-premise with Fortinet
- Developed and deployed efficient onboarding and offboarding systems to manage personnel transitions
- Built an internal python application to automate and streamline workflows, improving deliverability by 35%

Real Programming 4 Kids

Programming Instructor

Toronto, Ontario, Canada

November 2021 – April 2024

- Delivered instruction in object-oriented programming (OOP) principles to students and classroom groups
- Taught Java and Python fundamentals, advanced constructs, and project-based applications to 100+ students
- Led development of custom game implementations with event-driven programming and collision detection

Deloitte – Gi³: Global Investment and Innovation Incentive

Toronto, Ontario, Canada

January 2022 – August 2022

Technical Analyst

- Collaborated with clients to build technical reports to demonstrate technological developments for SR&ED claims for banking and payments, 5G and IoT, telecommunication, artificial intelligence, and machine learning
- Supported Fortune 100 companies in the TMT sector in procuring government incentives for their SR&ED activities, strategic initiatives, and technical projects
- Mentored and trained new interns, fostering technical growth while maintaining client deliverables

Technical Projects

Clear Path – AI-Powered Mobile Health Platform (1st Place, CuseHacks 2025)

October 2025

- Led a 3-member agile team through ideation to prototype delivery in 24 hours
- Developed a cross-platform mobile application in React Native and TypeScript to enable field data capture and streamline ophthalmology screening workflows in rural Kenya
- Architected and deployed a backend using Supabase (PostgreSQL + Storage) and Expo Go for demonstration

2D Game Development in Java - Asteroids Clone

- Implemented a real-time 2D game system in Java using JFrame for rendering and event handling
- Designed and applied matrix-based collision detection algorithms and object transformation logic for asteroid tracking and projectile interactions
- Engineered dynamic asteroid behaviors and interactive player controls in zero gravity

E-Commerce Interface & Database Design - Online Shopper:

- Developed a responsive e-commerce interface in Figma, applying wireframing, component libraries, and usability
- Implemented a MySQL database to handle product catalogs, user accounts, and transactional data; applied normalization (up to 3NF), indexing, and query optimization to ensure scalability
- Integrated database schemas with mock backend APIs to simulate end-to-end data flow