Shahed Issa

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Education

University of Calgary   Calgary, AB
Bachelor of Science in Software Engineering, Minor in Mechatronics; GPA: 3.62   *September 2022 – April 2027*
- **Awards**: PURE 2024, Dean's List 2023, Louise McKinney Scholarship 2023, Gwyn Morgan "Be an Engineer" Award 2023, Diversity Champions in Engineering Award 2022
- **Internship Status**: Available May 1, 2025, seeking internship employment for 12 to 16 months.

Skills

- **Programming Languages**: Python, Java, C, C++, SQL, HTML, CSS, Javascript, JSX, RISC-V Assembly, LaTeX
- **Frameworks and Technologies**: React, Figma, Arduino, Node.js, Next.js, Flask, Tailwind, Eclipse, MySQL, Git/Github, Unity, Cedar and Niagara Supercomputers
- **Soft Skills**: Communication, Teamwork, Problem-solving, Time management, Adaptability, Precision, Work ethic

Work Experience

Schulich Unmanned Aerial Vehicles   Calgary, AB
Web Development Team Lead   *June 2024 - Present*
- Led a team of 4-5 people in creating a ground control system to display real-time drone metrics and manage flight operations.
- Developed the frontend using **React**, implementing state management for real-time telemetry data, and built reusable components for data visualization. Integrated **REST APIs** for seamless communication between the drone and GCS, while optimizing the site for both mobile and desktop platforms.

Full Stack Web Developer   *September 2023 - June 2024*
- Developed a ground control system to display real-time drone metrics (ground speed, vertical speed, altitude) and control the drone, including real-time photo and coordinate transmission for precise item drops.
- Created a web application using **HTML**, **CSS**, **JavaScript**, and **Python** (**Flask**), providing a user-friendly interface for flight operations, onboard electronics control, and data processing.

International Workshop on Bots in Software Engineering   Calgary, AB
Web Chair   *September 2024 - Current*
- Maintained responsive web applications, ensuring cross-browser compatibility and a seamless user experience.
- Ensured accuracy of information while adapting to evolving project requirements and incorporating feedback.

Schulich School of Engineering   Calgary, AB
Undergraduate Student Researcher   *May 2024 - August 2024*
- Evaluated various large language models' performance in code summarization, including T5, CodeT5, Gemini, CodeLlama, Llama 3, Falcon, StarCoder, BERT, CodeBERT, and GPT-4.
- Developed pipelines to run various tasks through different large language models using **high-performance clusters**.
- Performed syntactic, semantic, and qualitative analysis using **Python Pandas**, **transformers** library, and other metrics.

TechStart - CraftXR   Calgary, AB
UI/UX Developer   *September 2023 - April 2024*
- Developed 3D assets using **Blender**, **Ready Player Me**, and **Mixamo**, and integrated them into interactive scenarios with the **Unity** game engine.
- Implemented game logic and UI/UX design to enhance user interactions and bring 3D environments to life.
- Architected a solution using **Unity**, **SteamVR**, **ORAMAVR**, and **Azure** cloud services to support extended reality training simulations in healthcare.

Projects

- ⭘ **Dynamic Subway Information System:** Developed a **Java** app simulating Calgary's subway screens using **Java Swing**, featuring real-time train data, rotating ads managed in a **MySQL** database, and daily weather reports retrieved from an API.
- ⭘ **Planify:** Developed a planner app that helps users keep all their tasks, calendar, and notes in one place, featuring a focus mode with Pomodoro integration for enhanced productivity and time management. Utilized **React**, **Tailwind CSS**, and **state management** to ensure a seamless user experience. [**Visit Site**]
- ⭘ **Disaster Relief Service:** Developed a disaster relief management system in **Java** with modules for victims, workers, and medical records, using **OOP** and an optimized **SQL** database for efficient data handling.