

SHAHED ISSA

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EDUCATION

University of Calgary

Calgary, AB

Bachelor of Science in Software Engineering, Minor in Mechatronics

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

SKILLS

- **Languages:** Python, C, C++, HTML, CSS, SQL, Java, Javascript, JSX, RISC-V Assembly, LaTeX
- **Frameworks:** 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

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 - Current

- 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.

Schulich Unmanned Aerial Vehicles

Calgary, AB

Web Development Team Lead

June 2024 - Present

- Led the web development team in creating a ground control system to display real-time drone metrics and manage flight operations.
- Coordinated the integration of a communication system with **RocketM5** and **5.8G antennas** for long-distance connectivity between the drone's Raspberry Pi and the GCS.

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.

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.
- **My Research:** Conducted research on evaluating large language models for code summarization using **supercomputers**, involving extensive **syntactic, semantic, and qualitative analysis** to assess their effectiveness in automated software engineering tasks.
- **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.
- **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.