





# Shamsheer Ali Shaik

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## SKILLS

**XR & Game Development:** Unity, C#, VR/AR Development, 3D Physics & Collision Detection, AR Foundation, Google Vision API, UI/UX in 3D, Performance Optimization, Mobile App Development, Oculus.

**Programming Languages:** Java, C++, JavaScript, HTML/CSS, SQL, Rust

**Tools & Platforms:** Github, AWS, Eclipse, Tableau, PowerBI, Neo4j, MongoDB

## EDUCATION

**Master of Science - Computer and Information Sciences (GPA: 3.63)**  
*Oklahoma State University*

08/2023 – 05/2025

**Relevant Coursework:** Extended Reality

**Bachelor of Technology - Information Technology**

*RVR & JC College of Engineering*

06/2019 – 05/2023

## PROJECTS

### Star Lander – Unity Game Development

- Developed *Star Lander*, a 2D space navigation game using **Unity and C#**, featuring physics-based rocket movement, dynamic obstacles, and level-based progression.
- Implemented player controls for thrusting and rotation, **collision handling** with **audio-visual feedback**, and a **UI system** with a rules pop-up and persistent level display.
- Designed modular scripts to manage **scene transitions**, input systems, and **particle effects**, ensuring a polished and engaging player experience.

### Snap & Translate: The Language Playground

- Engineered a mobile application using **Unity and C#** that captures images via the mobile camera, identifies objects in real-time using **Google Vision API**, and labels each with its name, processing up to 60 images per minute.
- Launched an innovative solution utilizing the **Google Translate API** for translating visual content descriptions automatically into target languages; reduced manual input time by approximately three hours weekly during project development phases.

### Augmented Reality Dragon (AR)

- Engineered a mobile **Augmented Reality** application in Unity that utilizes the device's camera to recognize a predefined target image in real-time.
- Implemented **marker-based image tracking** to overlay and render an interactive, animated **3D dragon model** onto the real-world environment.
- Developed intuitive user controls by integrating a **virtual joystick** to allow for real-time manipulation and interaction with the 3D object.

## PROFESSIONAL EXPERIENCE

### Video Game Development Mentor

06/2024 – 05/2025 | USA

*Oklahoma State University*

- Mentored and guided over 20 student teams in the development of video game projects using the **Unity Engine** and **C#**.
- Ensured high-quality code and seamless collaboration by overseeing **source code management**, branch strategies, and pull requests for all student projects using Git and GitHub.
- Taught and reinforced core **game development concepts**, including **relational database integration** for game data and data modeling for complex game systems, enhancing student capabilities by over 30%.

### Web Developer

07/2022 – 07/2023 | India

*PC Control Systems Pvt Lmt.*

- Optimized web components using **PHP, JavaScript, and SQL** to boost application performance by 30% and designed front-end features ensuring 100% cross-browser compatibility, enhancing web application load times by 25%.
- Conducted comprehensive unit and integration testing, successfully identifying and resolving over 100 bugs, which significantly simplified the user experience.
- Partnered with cross-functional teams to engineer and deliver tailored web solutions, consistently meeting project timelines and boosting client satisfaction scores by 15%.

### Machine Learning Intern

01/2022 – 06/2022 | India

*Indian Servers*

- Built and optimized machine learning models using **Keras and OpenCV**, improving classification accuracy by 10%.
- Enhanced **CNN**-based solutions for image recognition and predictive analytics, deploying scalable AI-driven applications that improved classification accuracy by 15%.
- Boosted model performance by 20% using advanced techniques like hyperparameter tuning and data augmentation, ensuring robust outputs.

## LEADERSHIP & INVOLVEMENT

### Indian Student Association, Oklahoma State University

08/2024 – 05/2025

*Cultural Secretary*

- Led and oversaw a team of 20 members in planning and executing large-scale cultural events and performances, enhancing cultural awareness and ensuring seamless coordination for engaging community experiences at the university.

### Make A Difference(MAD)

03/2022 – 06/2023

*Academic Support Volunteer*

- Enhanced instructional skills by teaching a year-long educational program, delivering impactful lessons and mentoring over 15 students, while fostering a supportive and engaging learning environment that significantly increased teaching effectiveness.

## CERTIFICATES

- AWS Academy Graduate - AWS Cloud Foundation 
- AWS Educate Introduction to Generative AI 
- Source Code Management Using Git & Github
- The Complete Java Certification Course 