

Shehij Raina

Computer Science Student at the University of Bath <https://www.linkedin.com/in/shehij-raina/>

Englefield Green, Surrey
+44 7796832932
shehijraina@gmail.com

EXPERIENCE

Feral Interactive, London, UK — *Game Developer*

JULY 2023 - PRESENT

- Ported AAA games, created to be run on Windows, to mobile platforms (Android/iOS)
- Implemented a new user interface and controls (suitable for mobiles/tablets)
- Fixed bugs/crashes and implemented new features/DLC Content

University of Bath, Bath, UK — *Developer - TBReAI*

October 2024 - May 2025

- Developed the SLAM, Controls and LiDAR systems for Team Bath Racing Electric (the University of Bath's Formula Student team).

— *Language PAL Leader*

October 2024 - May 2025

- Facilitated peer-assisted learning for developing students' language skills with structured language practice sessions

— *Student Ambassador*

MARCH 2023 - JUNE 2023

- Communicated with prospective students and their families on campus to present an insight into student life and answer any questions they had about computer science at the University of Bath

— *Academic Representative*

OCTOBER 2022 - MAY 2023

- Worked alongside other academic representatives to report issues faced by students to university staff and represented the interests of the student body in staff-student liaison committee meetings

— *Treasurer - Women in Science Society*

OCTOBER 2022 - MAY 2023

- Managed the finances of the WIS Society and undertook the society's budget planning and funding exercises for various events

Global Minds Limited, Telford, UK — *Summer Intern*

JUNE 2022 - AUGUST 2022

- Gained first-hand experience using AWS resources such as S3 (Simple Storage Service), EC2 instances, RDS Database instances, etc.
- Learnt how to create and manage AWS resources through the AWS Management Console, the AWS CLI, or the AWS CDK

PROJECTS

Total War: EMPIRE [Mobile game](#) developed at Feral Interactive using C++.

CharitableConnect Android mobile app created using Java, which helps local charities advertise

SKILLS

Python (along with libraries like NumPy, PyTorch, Flask, etc.)

Mobile App Development with Java and C++

Web Development with HTML/CSS (and libraries like Bootstrap)

Version Control Software such as Git and Subversion

IDEs, including Visual Studio Code, PyCharm, Android Studio, XCode and Jupyter Notebook

Relational Database Management Software like MySQL and SQLite

The Unix Command Line (Terminal on MacOS)

Programming embedded systems like Arduinos

Communication, Teamwork, Problem-Solving and Time Management

AWARDS

WiTathon 2025 Winner awarded by Aico for the 'Health and Wellbeing' track

WESBath Designathon 2025 Winner awarded by BAE Systems for the 'New perspective -

events and volunteering opportunities to university students.

BinJA Mobile game where players sort rubbish into bins to score, created using Godot and GDScript.

Enigma Machine Emulator Accepts a message and encrypts it to return ciphertext (or decrypts ciphertext to return message) using 3 rotors, a reflector and a plugboard of your choice.

Hospital Management System Prototype Which stores and performs operations on patients' and hospital staff's data to display information on command and manage fees, hospitalisation, and discharge of patients, using Python for the front-end and MySQL for the back-end.

A GAN (Generative Adversarial Network) Created with Python using PyTorch (trained on images from the 'Fashion MNIST' dataset) that produces realistic images of the clothes.

<https://github.com/ShehijRaina>

EDUCATION

University of Bath, Bath — BSc (Hons) Computer Science

OCTOBER 2021 - JULY 2025

- The course covered mathematical foundations, programming, artificial intelligence/machine learning, software development, cryptography, human-computer interaction, and computer graphics and vision.
- Coursework involved programming languages such as Python, Java and C and provided exposure to version control and testing tools.
- Several individual and group projects provided practical experience of the software development lifecycle, including requirements, design, development, and testing, using an AGILE methodology.

Predicted Classification – First Class Honours

Year 1	Year 2	Year 3
<ul style="list-style-type: none">• Artificial Intelligence• Computer Systems Architecture 1• Computer Systems Architecture 2• Principles of Programming 1• Principles of Programming 2• Discrete Mathematics and Databases• Mathematics for Computation• Software Processes and Modelling	<ul style="list-style-type: none">• Experimental Systems Project• Machine Learning• Foundations of Computation• Fundamentals of Visual Computing• Data Structures and Algorithms• Functional Programming• Comparative Programming Languages• Human-Computer Interaction and User Experience	<ul style="list-style-type: none">• Individual Project• Safety-Critical Computer Systems• Natural Language Processing• Reinforcement Learning• Advanced Algorithms & Complexity• Cryptography• Theory of Human-Computer Interaction

MVN Aravali Hills, India — Class XII and X

JUNE 2021

- Secured 96.5% in Physics, Chemistry, Mathematics, English and Computer Science in the AISSCE
- Secured a percentage of 97.4% in the subjects of Science, Social Studies, Mathematics, English and Hindi in the AISSE

Bringing equal access to an overlooked demographic' track

WiT Hackathon 2023

Winner awarded by sponsor iO Associates – UK/EU for the Accessibility track

Rep of the Month – May 2023 awarded by the SU, University of Bath

Chancellor's Scholarship (2021) awarded by the University of Bath

Academic Scholarship Year 12 (2020) awarded by MVN

Academic Scholarship Year 11 (2019) awarded by MVN

LANGUAGES

English

Hindi

Kashmiri

REFERENCES

Dr Moody Alam,
Director of Studies
Department of Computer Science, University of Bath