Shaheer Khan

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Education

University of Guelph — Guelph, ON
Bachelor of Computing, Software Engineering (Co-op), Minor in Business (GPA: 3.86/4) — *Sept. 2022 – Present*

Technical Skills

Languages: Python, C, TypeScript, JavaScript, C++, C#, SQL, HTML/CSS, Java
Frameworks: React, Next.js, Flask, JUnit
Developer Tools: Git, Docker, VS Code, Unity, Visual Studio, Cloudflare, MongoDB, Arduino
Libraries: OpenAI API, Regex, pandas, Matplotlib, Openpyxl, Scrapy, Playwright, Google Gemini API

Experience

Research Data Analyst — June 2024 – Sept 2024
University of Guelph — *Guelph, ON*

- Developed a web-scraping tool in **Python** using **Scrapy**, **Playwright** and **Regex** that reduced research turnaround time from **1 week to 10 minutes**, improving efficiency by over **90%** and streamlining workflows
- Ensured that legal and ethical guidelines on web-scraping were followed, and that data was collected reliably
- Performed data manipulation and visualization in **Microsoft Excel**, utilizing pivot tables and formulas to visualize a large data set for research insights and using **Python** libraries to automate data entry

Projects

Demeter | *React, Typescript, Python, Flask, Google Gemini API, MongoDB, Arduino, C++* — May 2025

- Built during GDSC Hacks 2025; awarded **Best Use of AI** among **200+ participants**
- Led and contributed to the development of an **AI-powered plant recommendation platform** in **36 hours**
- Designed and implemented a custom **Arduino-based sensor** to log daylight lux across 24 hours
- Created a **full-stack web app** that aggregates sensor data, weather forecasts, and user preferences to generate tailored plant suggestions using the **Gemini API**

Double Barrel Assassin | *Unity, C#* — Mar. 2025 – Apr. 2025

- Developed a **fast-paced FPS** emphasizing movement, precision, and time optimization through responsive sliding, jumping, and slow-motion mechanics.
- Implemented **enemy AI** with **modular state machines** and multiple enemy types (shielded, armored, ranged)
- Designed **interactive environments** with **physics-driven elements** like explosive barrels and bounce pads to enable creative pathfinding
- Built three levels with increasing complexity, showcasing **dynamic combat flow** and **player route-choice**

Employment Housing Index | *React, Java, Python, MariaDB* — Feb. 2025 – Apr. 2025

- Collaborated in a **team-based agile environment** with **weekly sprint meetings** to develop a full-stack system analyzing correlations between unemployment and housing activity in Ontario cities.
- Built a **React** frontend for dynamic data exploration with filters and graphs, backed by a **Java-based API** and a **MariaDB database** populated through a **Python parser** for cleaning and ingesting raw regional datasets.
- Implemented **CI/CD pipelines** with **linters** and **unit tests** to uphold code quality and deployment integrity across the stack, ensuring stable and reliable system performance throughout development.

Awards/Achievements

Best Use of Gemini AI API, *GDSC Hacks 2025* | May 2025

- Awarded for the most creative and well-executed use of **Google's Gemini AI API** at the 2025 GDSC Hackathon **against 200+ other participants**

Dean's List, *University of Guelph* | Sept. 2022 - Jan. 2025

- Awarded in 5/6 semesters for **maintaining an 80% average and higher**