Haseeb Ahmed GTA, ON| 647-570-8111 | haseeb.zero06@gmail.com |

www.linkedin.com/in/haseeb-ahmed-0aa637381| https://github.com/haseeb00677| Portfolio: https://haseeb00677.github.io/Portfolio/

Education

Bachelor of Engineering *in* **Systems and Computing | University of Guelph |** *Expected May 2029*
Relevant Coursework: Data Structures & Algorithms, OOP, Digital Systems, AWS Cloud Practitioner

SKILLS

Frameworks & Tools: SolidWorks, AWS (S3, EC2), Microsoft Office 365, Flask, SFML, Pandas, SQLite
Interpersonal Skills: Strong Team Leadership, Adaptability, Analytical Reasoning, Conflict Resolution
Programming Skills: Python, C, C++, MATLAB, Git, SQL

PROJECTS

Autonomous Assistive Vehicle Prototype (C, Arduino, AutoCAD) – *Team Project*

- Designed and modeled the vehicle chassis and mechanical assemblies in **AutoCAD** to ensure accurate integration of motors, power systems, and structural components.
- Developed **C-based firmware** for Arduino microcontrollers to control bidirectional motor operation and manage torque for incline performance.
- Optimized drivetrain design to support payloads up to **~5 kg** while maintaining stability and maneuverability.
- Worked with a **multidisciplinary team** to document design decisions, testing iterations, failure analysis, and final system validation.

Corporate Spend Approval Engine (Python, Flask, SQL) – *Personal Project*

- A Built a multi-tier transaction approval system with rule-based thresholds (e.g., auto-approve <$50, escalate >$500), supporting 3+ approval levels.
- Designed an audit-ready relational database schema to store immutable approval logs for traceability and compliance.
- Implemented real-time checks to flag duplicate and out-of-policy transactions during processing.
- Developed a **RESTful API** supporting concurrent approval requests, using transactions and locking to ensure data consistency.

2D Physics Simulation Engine (C++ with SFML) – *Personal Project*

- Developed a real time 2D physics simulation in **C++ with SFML**, implementing gravity, collision detection, and smooth rendering at 60 FPS**.**
- Optimized entity management and memory handling, enabling support for **50+** simultaneously active objects without frame drops, demonstrating strong proficiency in computational efficiency and resource
- Designed modular object-oriented structures to maximize code reuse, laying the foundation for advanced features like particle systems.

LEADERSHIP & COLLABORATION

Peer Helper **| Academic Support Program |** *September 2025 – December 2025*

- Mentored **20+ students** in Python and C/C++ coursework, assisting with debugging, concept clarification, and project implementation.
- Helped peers improve assignment and lab performance by an **estimated 10–20%**, based on follow-up feedback and grade comparisons after mentoring sessions.
- Provided clear, structured explanations of technical concepts, strengthening peer understanding and collaborative problem-solving

EXPERIENCE

Sales Associate **| HUGO BOSS |** *May 2024 – August 2025*

- Built strong client relationships, contributing to repeat business and consistent achievement of sales targets.
- Operated **POS** systems accurately, handling cash, debit, and credit transactions efficiently.