

Hassan Shahid

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Profile

Computer Science graduate with a first-class degree, specialising in Artificial Intelligence. Experienced in full-stack development and integrating machine learning into practical applications. Committed to building reliable, user-focused solutions and continuously learning through collaborative and challenging environments.

Education

University of Huddersfield (2023 to 2025)

BSc Computer Science with Artificial Intelligence (First-Class)

- **Artificial Intelligence:** Introduction to AI, Data-driven AI, Knowledge-based AI.
- **Programming & Development:** Advanced Web Programming, Distributed and Client-Server Systems, Data Structure and Algorithm, Computing.
- **Mathematics & Logic:** Computational Mathematics 1, Maths 1 and 2.
- **Cyber & Systems:** Cybersecurity, Hardware and Network.
- **Projects & Professional Practice:** Individual Project (AI-Integrated Art-Based Web Application, see below), Team Project (Hangman Game, see below), The Professional Engineer.

Lahore Grammar School (2020 to 2022)

- **A-Levels:** Mathematics (C), Physics (C), Computer Science (D).
- **GCSEs:** 2 A*s, 5 As, and 2 Bs across 9 subjects, including Computer Science, Mathematics, Biology, Chemistry, and Physics.

Technical Skills

- **Programming Languages:** Java, Python, C/C++, JavaScript, PHP.
- **Web & Framework:** Laravel, HTML/CSS, Vue.js, FastAPI, React.
- **Databases:** SQL.
- **Other Tools:** Git, Microsoft Office.

Relevant Experience

Volunteer Educational Counsellor, International Counselling Centre (09/2022 to 12/2022)

- Guided students in university selection based on goals and academic strengths.
- Delivered personalised mock interviews, improving communication and confidence.
- Provided targeted feedback to enhance CVs and personal statements.

Projects

AI-Integrated Art-Based Web Application ([see here](#))

- Built an educational platform using Laravel, Vue.js, and FastAPI to analyse and critique artworks using AI (CNN & BLIP).
- Implemented real-time chat and gamified learning tools to increase engagement.
- Designed with modular architecture for scalability and user-focused design.

RecipeBook Website | PHP | Laravel | HTML | CSS ([see here](#))

- Online platform to view, search, and manage recipes.
- Used Laravel MVC, JavaScript, and pagination for navigation.

Hangman Game | Python ([see here](#))

- Interactive game with difficulty levels, categories, and animated pineapple slicing visuals.

Bookshop Management System | Java ([see here](#))

- Object-oriented program to manage inventory and customer interactions.
- Included features like user login, registration, checkout, and class-based architecture.

Achievements

- University of Huddersfield (2023): ranked in top 20 students in Year 1 Computer Science.
- Lahore Grammar School (2022): Director of IT Department for school's Grammarfest (student competition).
Skills gained: creative design, website making.
- Lahore Grammar School (2020 to 2022): Vice Captain of house team.
Skills gained: teamwork, critical thinking, leadership.
- Lahore Grammar School (2019 to 2020): Computer Representative for student council.
Skills gained: problem solving, flexibility, troubleshooting.
- Lahore Grammar School (2019): Director of Logistics for Model United Nations.
Skills gained: time management, organisation, collaboration.

Interests

I enjoy gaming, which has helped sharpen my focus and appreciation for interactive design and logic. I also like exploring computational problems, which feed into my curiosity and analytical thinking. Outside of tech, I enjoy spending time with friends, exploring new places, and trying new food.

References

Available on request.