Shaibal Muhtadee

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EDUCATION

University of Toronto

Toronto, ON

Bachelor of Applied Science in Computer Engineering (Co-op)

Sept 2020 - Apr 2025

EXPERIENCE

Robotics Software Engineering Intern

May 2023 - Sept 2024

Toronto, ON

Zebra Technologies

- Designed and deployed authentication and authorization servers, securing access for 200+ autonomous robots
- Engineered secure API endpoints in TypeScript, enabling management of sensitive data like API keys and JWTs
- Architected an ABAC system with a TOML config parser, enabling dynamic policy updates for multiple teams
- $\circ \ \ Crafted \ a \ modular \ UI \ with \ \textbf{React}, \ \textbf{Flutter}, \ and \ \textbf{Cloudflare} \ \textbf{Pages}, \ for \ managing \ secrets \ and \ robot \ configurations$
- o Developed a comprehensive test suite in Rust, eliminating 99% of system bugs and ensuring a reliable API
- o Developed an internal CLI tool for connecting secrets from platforms like GitHub, GCP, and AWS
- Automated CI/CD pipelines and containerized microservices using Docker, deployed in Kubernetes
- o Created a test runner to audit API security, ensuring compliance with Minimum Security Requirements
- Assisted in creating a secure object store for efficient file management of data uploads and downloads
- o Implemented Model Predictive Control for a SpeedyBee drone with iNAV, enabling semi-autonomous flight

PROJECTS

GanttWise | Python, React, Node.js, MongoDB

- Built dynamic web app using **React** and **TypeScript** to automate task planning with Deep Reinforcement Learning
- Used Python scripts to preprocess datasets and debug learning agents, optimizing scheduling under constraints
- o Integrated a full-stack pipeline with Node.js backend and MongoDB, enabling real-time project updates

Searchington | Python, Bottle, Redis, AWS

- Built a web **search engine** with a crawler that recursively visits URLs, extracts HTML, creates word lists, and stores data in **SQLite**, using an inverted index and various metrics to deliver relevant search results
- \circ Hosted on AWS and implemented caching with Redis to optimize query performance, improving response times by over 70%

Computer Graphics Library | C, C++, Visual Studio

- Developed a comprehensive graphics library implementing core concepts, algorithms, and techniques in computer graphics, including **ray casting**, **ray tracing**, and **shader pipelines**
- Optimized **rendering** performance through **bounding volume hierarchy**, enabling real-time simulation of animations and complex 3D scenes

ChromaMap $\mid C++, OpenStreetMap API, GTK Library, Git$

- Created a Geographic Information System mapping software using C++ and the OpenStreetMap API
- Implemented Dijkstra algorithm and A* pathfinding heuristics to solve the travelling salesman problem
- o Improved browse and load times by over 300% by developing a Level of Detail tiling scheme for the map
- o Optimized application speed by multi-threading and code visualization, stack trace and flame graphs

Programming Skills

Languages: TypeScript, JavaScript, Python, C/C++, Rust, Dart, SQL, HTML/CSS, Bash, ARMv7 Assembly Frameworks: React, Node.js, Cloudflare Pages, Flutter, Django, Flask

Developer Tools: Git, Linux, Docker, Kubernetes, VS Code, Visual Studio, Google Cloud Platform, AWS

Libraries: NumPy, TensorFlow, Redis, Scikit-learn, Matplotlib, GTK