

Shaivi Sahni

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EDUCATION

University Of Waterloo

Sept 2024 – June 2029

Bachelor of Applied Science (BASc) in Computer Engineering

Waterloo, Ontario

- University of Waterloo President's Scholarship of Distinction.

EXPERIENCE

AI Research & Strategy Consultant

February 2025 – April 2025

llama3, Ollama, FastAPI, Javascript, HTML, CSS, AI Research, Prompt Engineering

Searchless Inc.

- Analyzed AI in recruitment across 15+ industries to identify inefficiencies and ethical concerns.
- Engineered an AI tool with llama3 and FastAPI, tested on 200 job positions to generate tailored interview plans.
- Optimized prompt logic through iterative testing and stakeholder input to enhance relevance and role alignment.

Firmware Design Team Member

September 2024 – December 2024

C++, STM32, KiCad, GPS Systems, Gyroscopes, PCB Layout, Schematic Design

Electrium Mobility

- Engineered firmware for a bike computer to display distance and time using GPS and gyroscope data
- Improved motion tracking accuracy by integrating 3D gyroscope data with GPS and contributed to 12+ code reviews to ensure reliable performance

Software Developer

January 2023 – May 2023

C++, Firebase, OneSignal, Real-Time Databases, Mobile Application Development

Technovation Girls

- Developed a food waste tracking app using Python and Firebase to promote smarter food consumption.
- Placed in the Top 10% globally out of 7,000+ teams in the Technovation Girls competition.
- Implemented OneSignal for real-time alerts, tripling user re-engagement during testing.

Student Ambassador

Oct 2023 – May 2024

Mentorship, Outreach, Event Coordination, Public Speaking

Technovation Girls

- Recruited 10% of new participants, boosting project completion by 25% through outreach and weekly check-ins.
- Supported 8+ teams with feedback on pitches, code, and overall project execution.

TECHNICAL SKILLS

Programming Languages: C++, Python, JavaScript, HTML, CSS, C#, Java

Tools & Technologies: Git, Google API, Firebase, OneSignal, Unity, TopoJSON, Ollama, llama3, CSV, Vue.js, Flask, FastAPI, D3.js, STM32, KiCad, PCB layout, Schematic design

PROJECTS

AI Chrome Extension | *JavaScript, HTML, CSS, Python, llama3, Ollama, FastAPI*

- Built a Chrome extension to highlight key Terms & Conditions and generate concise summaries using llama3.
- Designed an interactive side panel with chatbot functionality, tab navigation, and animated visuals.
- Increased user review of Terms & Conditions by 60% in testing by highlighting important clauses.

Population Growth Simulator | *JavaScript, HTML, CSS, D3.js, CSV*

- Simulated growth for 50+ Canadian cities using census data and regional demographic rates.
- Animated population growth across 13 provinces using dynamic scaling visuals tied to real demographic trends.

Proximity-Based Accessibility Controller | *C++, STM32, KiCad, PCB Layout, Schematic design*

- Developed an STM32 device with ultrasonic input to improve accessibility for users with motor impairments.
- Designed KiCad PCBs to trigger outputs based on proximity, with 90% accuracy up to 2m.

Plastic Pollution Platform Game | *Unity, C#, Github*

- Designed a 2D platformer with 4+ levels, collectibles, and environmental challenges to highlight plastic pollution.
- Implemented ad logic to direct all revenue toward environmental cleanup efforts.