

Shahzore Khan

+1(226)-503-5598 | shahzorekhan01@gmail.com | <https://www.linkedin.com/in/shahzorek> | [github/skhan746](https://github.com/skhan746)

EDUCATION

University of Western Ontario

Bachelor of Science in Computer Science, Minor in Game Development

London, Ontario

Sept. 2019 – Current

EXPERIENCE

Sales Associate

June 2019 – Jan 2020

Canada Computers

London, ON

- Responsible for the merchandising, distribution and selling of computers, software and peripherals
- Advised customers on technical matters and recommended appropriate computer configurations depending on customers needs
- Maintained awareness and knowledge of constantly changing software, hardware systems and peripherals

PROJECTS

CryptoTracker | *Java, Maven, Design Patterns, REST API*

- Designed and developed a Java application which retrieves data from an online repository related to cryptocurrency prices via a REST API
- Performed user selected analysis on fetched data and display processed data to the user via graphs using Jfreechart Java library
- Published documentation discussing different design patterns and software architectural styles that were used
- Designed various UML Diagrams including: Use Case Diagrams, Sequence Diagrams, Activity Diagrams, and Class Diagrams to illustrate the function and structure of the system

Titanic Machine Learning Competition | *Python, NumPy, Pandas, Keggel*

- Implemented a machine learning model that can predict with high probability whether a certain passenger survived, depending on their attributes
- Applied necessary data pre-processing approaches on passenger dataset, such as data cleaning, feature engineering, scaling etc.
- trained a machine learning model using algorithms such as decision tree classifier and k-NN to improve the model's prediction accuracy

Interactive Gaming Portfolio (Ongoing) | *HTML, CSS, JavaScript, HTML 5 Canvas*

- Designed a 2D Side-scrolling game using HTML,CSS and JavaScript to showcase personal portfolio
- Dealt with player sprite movement, animation and collision handling
- Implemented parallax background scrolling using Canvas animations and drawings

TECHNICAL SKILLS

Languages: Java, Python, C, SQL, HTML, CSS, JavaScript

Frameworks: React, Node.js, JUnit, WordPress, Material-UI, Phaser 3

Developer Tools: Git, VS Code, Jupyter Notebook, Visual Studio, PyCharm, Eclipse

Libraries: pandas, NumPy, Matplotlib, scikit-learn, Jfreechart