Taha Shakeel

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EDUCATION

Carnegie Mellon University   Pittsburgh, PA
Bachelor of Science in Statistics and Machine Learning (GPA – 4.0)   *August 2024 – May 2028*
- Relevant course work: Methods of Statistics and Data Science, Fundamentals of Programming and Computer Science, and Principles of Imperative Computation
- Dean's List, High Honors

WORK EXPERIENCE

IT Intern   May 2025 – Present
Stereotaxis   *St. Louis, MO*
- Developed an automated remittance email system for thousands of invoices using SQL and the Messaging API, streamlining payment notifications and saving the accounting team at least 5 hours weekly
- Built interactive dashboards in Excel and Power BI to monitor overdue invoices, enabling targeted recovery actions that recouped over 2 million dollars in outstanding revenue
- Automated an invoice approval workflow using Power Automate, reducing average processing time by 87% and increasing scalability across finance operations

Teaching Assistant   January 2025 – Present
Carnegie Mellon University, School of Computer Science   *Pittsburgh, PA*
- Deliver weekly Python lectures on data structures and algorithms to classes of 20 students
- Evaluate assignments, quizzes, and test, and offer individualized support for hundreds of students
- Lead a team of 40+ TAs in coordinating course logistics and grading

PROJECTS

2-D Shellshock | *Python, Git*   November 2024 – December 2024
- Engineered a full-featured 2D tank artillery game in Python, simulating realistic projectile physics using 3D vector calculus for gravity, wind, and collision detection
- Developed a modular AI opponent with adjustable difficulty, integrating strategic aiming, dynamic movement, and adaptive shot selection to simulate realistic, challenging gameplay
- Designed a terrain generator via recursive displacement and linear interpolation for smooth, battlefield rendering

Titanic Survival Prediction| *R, RStudio*   November 2024
- Built a supervised classification model with machine learning in R to predict Titanic passenger survival
- Performed exploratory data analysis to see survival correlations and cleaned data to improve model performance
- Implemented and compared four models — LDA, QDA, classification tree, and logistic regression — using cross-validation and error rate analysis to evaluate predictive accuracy

Stack'd Overflow | *Python, OpenCV, MediaPipe API, Git*   November 2024
- Developed gameplay in Python for a 2D sandwich-stacking game with procedural goals and collision detection
- Integrated OpenCV with the MediaPipe API to implement real-time wrist tracking via webcam, mapping wrist x-coordinates to plate movement for hands-free game control
- Collaborated with a team of four to design, prototype, and deliver the game within a 24-hour hackathon deadline

TECHNICAL SKILLS & INTERESTS

Technical: Python, C, R, SQL, Excel, Power BI, APIs, HTML/CSS, Generative AI, Git, VS Code
Interests: Love to chat about all sports, watch movies, socialize, and play pickleball