

# HASAN ZAHID

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## About Me

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Software Engineering student at CHALMERS | GU with interest in the **integration of software and hardware**. Currently, I am into software development, and constantly trying to improve myself in **low level language** and **agile software development** practices (**Git, CI/CD**). My motto is building innovative tech solutions and driven by a long term goal: to make a meaningful mark in the tech world by creating something truly impactful.

## Education

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### BSc in Software Engineering and Management

Aug 2023 - Present

CHALMERS | Gothenburg University

## Work Experience

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### Project Supervisor, Chalmers University of Technology

Nov 2025 - Present

- DAT295 Autonomous and cooperative vehicular systems.

### Board Member, SKiP

Aug 2025 - Present

- Student Association of Knowledge in Informatics and Programming

### Teaching Assistant, Chalmers University of Technology

Aug 2025 - Nov 2025

- DAT257 Agile software project management

### Teaching Assistant, University of Gothenburg (Early Appointed)

Jan 2026 - Mar 2026

- DIT034 Data management

## Projects

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### SpaceMonkey - NASA App Challenge

- Built a ML powered prediction system using Python, Django REST, and NASA Kepler data; implemented real time inference, and Agile teamwork across a 6 member team.

### EnviroBaby

- Built a microcontroller based IoT monitoring system using C, Arduino, and MQTT; integrated with a JavaFX desktop client via pub/sub architecture and applied CI/CD (Continuous Integration and Continuous Development), Git workflows, Embedded System, Distributed System and Agile methods.

### ShadowRadar

- Simulated a radar detection system in C, focusing on signal processing and object tracking; emphasized real time logic and scalability for systems programming.

## **Ghost-Comm**

- Built a containerized Morse code encryption/decryption service using C and Docker; applied secure message protocols and modular command line tooling.

## **SlitherySnake**

- Designed an object oriented snake game in JavaFX with modular architecture and clean code practices; Agile sprints, retrospectives, and project tracking using Kanban boards.

## **FlappyPole**

- Developed an arcade style game in Godot (GDScript) with modular logic and collision handling; reinforced pedagogy through code clarity, Git collaboration, and peer feedback cycles.

## **Egglu**

- Created an interactive egg boiling assistant using React and JavaScript; built responsive UI with custom CSS, improved user experience, and managed iterations through Agile practices.

## **Skills**

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- **Developer Tools:** Git | GitLab | Docker | CI/CD | MongoDB | Arduino | DevOps
- **Programming Language:** C | Java | Python
- **Others:** Figma | Kanban Board | Requirement Engineering | Academic Writing | Microsoft Excel

## **Honours and Awards**

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### **NASA Space App - Global Nominee**

Oct 2025

Selected as one of two Global Nominees from the Gothenburg Local Event to advance to the global judging round. Our team developed an AI/ML project to identify exoplanets from NASA's open data.

### **Quiz Competition 2014, South Asian School and College**

Mar 2014

Gained 1st position among 264 student ranging between class 4 to 10