

HASAN ZAHID

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About Me

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

BSc in Software Engineering and Management CHALMERS Gothenburg University	Aug 2023 - Present
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Work Experience

Project Supervisor, Chalmers University of Technology <ul style="list-style-type: none">- DAT295 Autonomous and cooperative vehicular systems.	Nov 2025 - Present
Board Member, SKiP <ul style="list-style-type: none">- Student Association of Knowledge in Informatics and Programming	Aug 2025 - Present
Teaching Assistant, Chalmers University of Technology <ul style="list-style-type: none">- DAT257 Agile software project management	Aug 2025 - Nov 2025
Teaching Assistant, University of Gothenburg (Early Appointed) <ul style="list-style-type: none">- DIT034 Data management	Jan 2026 - Mar 2026

Projects

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

- **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

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