

ZAID SHAHZAD

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EDUCATION

University of Rhode Island, Kingston, RI

May 2025

Bachelor of Arts, Computer Science

Minor in Cyber Security

Relevant Coursework: Computer Organization, Programming for Data Science, Software Engineering, Data Structures and Abstractions, Computer Programming, Network and Systems Security, Intro to Network and System Security, Intro to Information Assurance, Cyber Security Fundamentals

TECHNICAL SKILLS

Frontend: React, NextJS, Svelte, HTML, CSS

Backend: Firebase, Supabase, PostgreSQL, MySQL, SQLite, MongoDB, REST API's, Cloudflare Workers/R2, Hono

Mobile Development: React Native, Flutter, Thunkable

Languages: JavaScript, TypeScript, Dart, Java, C++, Python

DevOps & Tools: Git, GitHub, Vercel, Netlify, Linux, PostHog

PROJECTS

RedShirt AI | AI Powered Wardrobe Management

- Intelligently optimized AI model usage and reduced inference costs by 66.7%
- Engineered a low-latency, cost-efficient backend using Hono on Cloudflare Workers, leveraging Cloudflare's edge network to ensure minimal latency for API requests, significantly enhancing user experience.
- Migrated from Supabase storage buckets to Cloudflare R2 for object storage, eliminating egress fees and reducing storage costs (from \$0.09/GB egress and \$0.021/GB storage to no egress fees and \$0.015/GB storage), optimizing infrastructure expenses while increasing performance.

CoinTrail | AI-Powered Financial Tracker

- Orchestrated the integration of OpenAI ChatGPT 3.5 for the AI Financial Assistant and Google Vision AI for smart receipt scanning, building backend logic with Firebase functions.
- Awarded 1st place at the Cyber Security Summit 2024 (URI CSC 305 - Software Engineering Class Competition) among 200+ participants and multiple class sections.
- Managed project workflow through GitHub Projects with consistent sprint deliverables and Kanban board tracking.

WaseemBahra | Author Blog & Portfolio Website

- Developed a responsive and engaging frontend using Next.js and TypeScript, ensuring a professional and intuitive user experience for the author's blog and portfolio.
- Built a custom Content Management System (CMS) from the ground up, empowering the author with full control over blog post creation, editing, and publishing.

EXPERIENCE

Lead Software Engineer Intern, University of Rhode Island | Kingston, RI

Feb 2025 - May 2025

- Led the development of an immersive VR educational tool using Unity (C#) for the University of Rhode Island's CSC 310 - Programming for Data Science course, to visualize supervised machine learning algorithms.
- Designed and implemented interactive 3D environments and game mechanics (leveraging XR SDK for VR compatibility) to visually explain complex supervised machine learning algorithms like Support Vector Machines (SVM).

Teaching Assistant, Product Owner, & Co-Author, University of Rhode Island | Kingston, RI

Sept 2024 - Dec 2024

- Served as Product Owner for 5+ student teams (3-4 students each), guiding the full-stack mobile application development lifecycle from ideation to deployment.
- Co-authored the URI CSC 305 Software Engineering Zybooks textbook, impacting the learning experience for future students.
- Provided hands-on technical mentorship for students on mobile development, empowering teams to overcome complex development challenges.