

Adeel Akhani

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EDUCATION

University of Waterloo

Bachelor of Software Engineering

Present

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, HTML, CSS, Python, Java, C++, C, C#

Concepts: RESTful API Design, Object-Oriented Programming, Data Structures & Algorithms

Technologies: AWS, MongoDB, PostgreSQL, Vercel, Render, Unity Game Development

Libraries & Frameworks: Next.js, React, Tailwind CSS, Node.js, Express.js, Mongoose, EJS, Scikit-learn, Pandas, NumPy, Matplotlib, Java Swing, Java AWT

Tools: Git, Github, GitLab, Postman, Unix

EXPERIENCE

Software Engineering Intern

Jul 2022 – Aug 2022

SoftSages Technology

- Created a **linear regression model** achieving a **94% accuracy** using **pandas**, **NumPy**, & **scikit-learn** to predict house prices based on the size of the house as well as different facilities included
- Developed a **logistic regression model** with a **93% accuracy** using scikit-learn to predict the future of an employee at their workplace based on human resources data
- Made an email spam detection model based on spam and ham email data using scikit-learn, applying a **TfidfVectorizer** to preprocess the data, and achieved a **90% accuracy**

Computer Science Teaching Assistant

Feb 2023 – Jun 2023

Teaching Assistant

- Worked as a **Java** programming teaching assistant for 2 classes with **60+ students** in a secondary school
- Taught and explained various Java programming concepts ranging from **basic printing** to **arrays**, to **object oriented programming** resulting in an overall higher classroom average
- Graded student homework daily, providing feedback on writing **efficient**, and **cleaner** code

PROJECTS

LooLines | *Next.js, Tailwind CSS, Supabase, PostgreSQL, TypeScript, Bleak, Vercel*

Sep 2024 – Dec 2024

- Web application allowing students to see the number of people in line at U of Waterloo's busiest Tim Hortons
- Estimated room population from device **Bluetooth RSSI data** using **Bleak**, achieving a **89% accuracy**
- Constructed an appealing frontend with **Next.js**, **Tailwind CSS** and **MappedIn SDK** for map interface
- Utilized a **Supabase** backend for real-time information

MakeSomething | *React, Node.js, Express, Vercel, Render, Claude AI API, Axios*

Jan 2025

- Full-stack web application for generating recipes based on available ingredients reaching **30+ users**
- Created a **RESTful API** with **Node.js** and **Express** to process data and generate recipes using **Claude API**
- Engineered a dynamic frontend with **React** and **Vite**, featuring real-time ingredient recommendations
- Deployed on **Vercel** with backend hosted on **Render**

RememberGranny | *HTML, CSS, Groq API, LSTM*

Oct 2024

- Web application for elderly users that provides password protection tools and story-based memory assistance
- Built a password strength classification using a **LSTM model** trained on a dataset with **760,000** passwords
- Implemented **story generation** based on the user's password to help them remember it using **Groq API**
- Password generation** using Groq API based on a personal questionnaire, allowing for the elderly to easily make strong passwords
- Achieved an effective and simple frontend using **HTML** and **CSS** and **Flask** backend for API calls

Game Development Portfolio | *Unity, C#, Java, Java Swing, Java AWT*

2021 – 2023

- Made a full **Monopoly Express** clone using **Java** for backend and **Java Swing** and **Java AWT** for frontend
- Designed narrative-driven game based on **Grendel** by John Gardner, implementing key plot elements using **Unity**
- Designed a stickman platformer with **rag-doll physics** where you avoid the lava and enemies using **Unity**