

ANGEL SHAH

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Education

University of Waterloo · Sept./2019 - Current
Honors Computer Engineering (Co-op) 2024

Employment

Academia Institute for Higher Learning
Tutor/ Teaching Assistant (TA) · Sept./2018 - May/2019 ·
Brampton, ON

- Effectively communicated with students (grade 9-12) to help with homework and teach academic concepts they had difficulties in, resulting in 10% higher grades in tests and quizzes.
- Tutored in subjects such as calculus, vectors, advanced functions, chemistry and English

Activities

Mars Airlock Design Team ·

Data Acquisition Sub-Team
Sept./2019 - Current

- Programming in Python to use Arduino and sensors to collect data (temperature, air pressure, etc.) and send to a local server
- Programming server to handle incoming data from Arduino and to input data into a database such as MySQL

Computer Science Club · Member

Sept./2018 - May/2019

- Learned/worked with multiple programming languages (Java, Python, C++, JavaScript)
- Collaborated in teams to solve coding problems and practice critical-thinking

Robotics Club · Executive Member

Oct./2017 - Feb./2019

- Effectively collaborated with other executives to find sponsors for the team, resulting in \$5000 of funding received
- Directed the various VEX and SKILLS Ontario teams in the club, helping me gain leadership skills
- Designed, prototyped, and built our team robot for the competition, teaching me how to work efficiently in a team

Relevant Skills

- 3 years experience with Java and OOP
- 2 years experience in creating GUIs with Java.Swing
- 1 year experience in JavaScript and Python
- 3 months experience in mobile app development with React Native
- 2 month experience in C++
- Website development using HTML and CSS

Projects

Pong Game Application

June/2019

- Classic retro-style pong game with 8-bit sound effects, programmed in Python using the Turtle graphics module
- Implemented some unit testing in Python to further understanding of unit testing

Mobile Calculator Application for ios

May/2019

- Programmed in JavaScript using the React Native framework

Boggle Game Application

Aug./2018

- Digital version of the classic board game "Boggle", programmed in Java, Java. Swing used for GUI

Encryption/Decryption program

Apr./2017

- Allows user to pick different levels of difficulty in encryption, the message can then be decrypted by another user with a copy of the program and password

Awards

University of Waterloo · Pascal Math Contest

July/2016

- Performed exceptionally well in this math contest and got invited by the University of Waterloo to attend their special 4-week summer math camp

University of Waterloo ·

Fermat, Cayley, Euclid Math Contest

- Involved in multiple math contests by the University of Waterloo in high school

University of Waterloo ·

Canadian Computing Contest (CCC)

- Competed in this rigorous coding competition in both grade 11(junior level) and 12(senior level)