Angel Shah

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SKILLS

- **Languages:** C++, Java, Python, JavaScript, HTML5, CSS3
- **Tools/Technologies:** Firebase, React, **Version Control** using GIT/ GIT Bash, Swing **API**, Android Studio, Python **Turtle**, and somewhat familiar with MySQL and Linux CL
- **Concepts:** Object Oriented Programming (**OOP**), Mobile App Development, Web Development, Unit Testing

PROJECTS

Pong Game (PointClickCare Challenge) · github.com/Angel-Shah/PongGame   June 2019
- Placed **top 10** in PointClickCare's summer software engineering internship challenge by developing an 8-bit pong game application in Python which resulted in obtaining an interview for the software engineering position
- Utilized the **open-source** graphics module **Turtle** for the UX and incorporated adaptive sound effects to create a retro-style immersive feel
- Demonstrated understanding of **unit testing** by implementing Python's inbuilt "unittest" import and writing test cases which ensured over 80% code coverage

Doggle Application (Personal Project) · github.com/Angel-Shah/Digital-Boggle-Game   August 2018
- Programmed a digital version of the classic board game "Boggle" in Java and created an intuitive **UX** using Java's inbuilt **Swing API** for the **GUI framework**
- Incorporated a move checking algorithm which displays an error message whenever an invalid letter selection is made
- Integrated a **binary-search** word checking algorithm which ensures that words entered by user exist in the dictionary

ACTIVITIES

Mars Airlock Design – University of Waterloo   September 2019 - Present
Data Acquisition Sub-team
- Worked in a team to develop a Python program to pipeline data from **Arduinos** and sensors (temperature, air pressure, etc.) and send it to a local **server** for further processing and persistence
- Communicated with the UI team to determine which data aggregations needed to be made
- Collaborated to design a Python API which handles **database queries**

Robotics Club - Turner Fenton Secondary School   October 2017 – February 2019
Executive Member
- 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 creating their prototypes and budgeting their designs

EXPERIENCE

Academia Institute for Higher Learning – Brampton, ON   September 2018 – May 2019
Tutor/ Teaching Assistant
- Formed a study learning group and mentored high-school students in subjects such as calculus & vectors, advanced functions, higher-level chemistry, and physics
- Rose the students' tests/quiz marks by **10%** through great communication and collaboration skills

EDUCATION

University of Waterloo - Waterloo, ON   September 2019 – April 2024
Candidate for B.A.Sc. in Honors Computer Engineering
- **Relevant Course Work:** Fundamentals of programming, Discrete Math and Logic 1, Digital Circuits, Linear Circuits