Hrithik **Shah**

SOFTWARE ENGINEER | DATA SCIENTIST

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Education

University of Ottawa   *Ottawa, Canada*

BASc in Software Engineering (CO-OP)   *Sep. 2018 - Dec. 2022*

- Courses in: Algorithms, Software Architecture, Statistics, Artificial Intelligence

Skills

Programming	Python, Java, C#, C++, JavaScript, Ruby, Scala
Data Science	SQL, Pandas, Numpy, Plotly, Scikit-learn
Full Stack	Angular, Ruby on Rails, React, Flask, HTML, CSS
Technologies	Amazon RedShift & EC2, Jupyter Notebooks, DataRobot

Experience

Royal Bank of Canada   *Toronto, Canada*

Data Scientist Intern (Financial Crime)   *Jan. 2020 - Apr. 2020*

- Leveraged Word n-gram matrices and Logistic Regression to improve an entity resolution capability to 95% accuracy
- Reduced fuzzy matching processing times to under 30 minutes for millions of client records using MinHash and Locality Sensitive Hashing
- Used Latent Dirichlet Allocation and TF-IDF to flag money laundering in payment details
- Applied statistical techniques to investigate client behaviour for industry classification

Uken Games   *Toronto, Canada*

Data Analyst Intern (Growth)   *May 2019 - Aug. 2019*

- Developed a tool that forecasts the average lifetime value of a player based on retention to help maximize return on ad spend
- Built and deployed using Docker, an autonomous system which manages $15000 of Facebook ad campaigns
- Created interactive data visualization using Periscope Data and Python packages such as numpy, pandas, and plotly
- Built key dashboards for FTUE, retention, conversion rate and revenue for soft launch of new games

Side Projects

Hrithik's Notes   *Toronto, Ontario*

React (Gatsby.JS), MDX, HTML, CSS, Netlify   *Jan. 2019 - Aug. 2019*

- Created a Gitbook-type web app that stores all my notes for various courses and subjects I find fascinating
- Integrated various features like MDX, Ploty charts and LaTex, while learning React for the first time; `http://tiny.cc/hrithiks-notes`

COVID-19 Report   *Toronto, Ontario*

Plotly, Dash, Flask, Heroku   *Mar. 2020 - Apr. 2020*

- Created a web dashboard to monitor the Covid-19 pandemic
- View it here: `http://tiny.cc/covid19report`

Invasion of the Shadows   *Brampton, Ontario*

Unity, C#, JavaScript   *Nov. 2014 - Aug. 2015*

- Created and deployed a 2D RPG Platformer computer game designed to help students learn about ancient civilizations.
- Experience using Unity's StateMachine Transitions, Rigidbody, and CharacterController.
- View my game here: `https://goo.gl/cMYjaL`

Extra Curricular

Software For Love   *Remote*

Project Manager   *April 2020 - Present*

- Leading a team of SWEs with Front-end development and Chatbot creation using DialogFlow and Rasa
- Helped create an organization that uses software as a service to help charitable organizations

Software Engineering Student Association uOttawa   *Ottawa, Canada*

Content Creator   *Sept. 2019 - Present*

- Interviewing students, professors, software engineers and CEOs about their experiences in the industry with an outreach of over 1000 viewers
- Check it out here: `http://tiny.cc/uottawa-sesa`