

Hrithik Shah

SOFTWARE ENGINEER | DATA SCIENTIST

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Education

University of Ottawa

BASC IN SOFTWARE ENGINEERING (CO-OP)

- Courses in: Data Structures & Algorithms, Intro to Software Engineering, Discrete Mathematics, Linear Algebra

Ottawa, Ontario

Sep. 2018 - PRESENT

Skills

Programming	Python, Java, C#, JavaScript, Ruby
Data Science	SQL, Pandas, Numpy, Scikit-learn, NLTK
Full Stack	Ruby on Rails, React, Flask, HTML, CSS
Technologies	Apache Spark, Amazon RedShift & EC2, Databricks, Jupyter Notebooks

Experience

Royal Bank of Canada

DATA SCIENTIST INTERN

- Developing a portfolio of applications for machine learning techniques around threat/risk typologies, client segmentation, entity resolution
- Delivering analytic products capable of intelligent automation and improved interactions
- Training and implementing a predictive model to identify launderers using correspondent banking to layer funds

Toronto, Ontario

Jan. 2020 - Present

Uken Games

DATA ANALYST INTERN

- 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

Toronto, Ontario

May 2019 - Aug. 2019

Side Projects

Clinic on Call

ANDROID STUDIO, JAVA

- Created an app that lets patients books appointments with nearby clinics
- Used Firebase for data storage, SHA-256 hashing for private information and CircleCI for automation testing
- View my app here: <https://tiny.cc/clinic-on-call>

Ottawa, Ontario

Sep. 2019 - Dec. 2019

Funble

RUBY ON RAILS, HTML, CSS, REACT

- Created a MVP of a live chat web app that lets users talk about their interests in real-time
- Gained experience with Ruby on Rails, OOP, WebSockets, SDLC, ORM, and Databases

Ottawa, Ontario

Jan. 2019 - Aug. 2019

Invasion of the Shadows

UNITY, C#, JAVASCRIPT

- 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://tiny.cc/invasion-shadows>

Brampton, Ontario

Nov. 2014 - Aug. 2015

Extra Curricular

Software Engineering Student Association uOttawa

EVENTS COORDINATOR AND CONTENT CREATOR

- Creating events that facilitate academic, technical and career support to 500+ computer science and software engineering students
- Check it out here: <http://tiny.cc/kzzkiz>

Ottawa, Ontario

Sept. 2019 - Present

TurnerHacks

HEAD OF SPONSORSHIP

- Brought in over 10 tech. companies as corporate sponsors for the event in order to fund costs for food, workshops and participants' fees
- Raised over \$5000 dollars in product sponsorship and over \$1000 in monetary sponsorship

Brampton, Ontario

Nov. 2017 - Jun. 2018