

# HARSH SHETH

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Passionate about making fast and scalable applications, while facilitating the best user experience. I am an engineer at heart. I love to build. I can work on any part of the stack, and deploy the stack itself.

## Skills

### LANGUAGES

Golang  
Bash  
SQL  
C++  
Java  
Python  
Typescript

### INFRASTRUCTURE

AWS Lambda, API-Gateway, SQS, SNS, RDS, ECS, EFS  
Pulumi  
Docker  
Socket.io

### FRONT-END

React  
Sass  
HTML5  
CSS3  
StoryBook

### BACKEND

Express / Hapi.js  
MySQL/Postgres/Snowflake  
MongoDB

### TOOLS / ENVIRONMENTS / INTEGRATIONS

Git  
Unix  
Figma  
Photoshop  
Stripe  
Postmark

## Employment

### BorgIQ

#### Software Engineer

Markham, ON

Sept. 2020 to Dec. 2020

- Created a compiler which parsed Typescript files and created modular puzzle pieces in the UI using **Blockly.js**, completely automating a core process done manually which blocked scalability, saving up to **3 hours a day**.
- Updated the build and deploy process of the core application with **AWS EFS and ECS** to go from a Lambda deployment package limit of **50mb to unlimited**.
- Created custom integrations with various **SQL and NoSQL** database services.

### Veeva Systems

#### Front-End Developer

Toronto, ON

Jan. 2020 to Apr. 2020

- Created a substantial **web component** used to deliver health care information using **Polymer** and **Redux**, which was optimized for less performant browsers by leveraging modern APIs, applying modern web practices, and performing data restructuring on complex object models.
- Overhauled and contributed several UI features to the main application to increase its efficiency, usability, and data visibility.
- Created several developer tools ranging from scaffolding scripts, hot-reload scripts, and git tools in **Node** and **Bash** to speed up developer workflow and reduce redundant tasks.

### Bonfire

#### Full Stack Developer

Kitchener, ON

May 2019 to Aug. 2019

- Created a **server-less** full-stack application from scratch in **10 weeks** with a **team of five** which generated **\$10,000 of revenue in 3 weeks**.
- Created a **minimized** and **scalable** frontend from scratch using **React** and the **Material UI** library in a team of two, and an API in **Node** using **Knex ORM, AWS Lambda, RDS and API-Gateway** in a team of three.
- Championed a test suite for the API listed above, leading it to **98% code coverage** using **Jest**.
- Synced multiple regional databases using **AWS SNS, SQS, and Golang** micro-services allowing for data redundancy and continuity.
- Personally developed a complete full-stack internal tool in my free time using **React, API Gateway, Node and AWS Lambda**, which was used to categorize and add over **1000** buying opportunities **doubling** the amount of projects on the application.

### PVelocity

#### QA/Implementation Engineer

North York, ON

May 2018 to Aug. 2018

- Maintained and monitored a proprietary test harness written in **Node** using **MongoDB** and **MySQL**, which aggregated and presented test results.
- Reduced daily integration testing time by **2 hours** by automating tasks and created automated nightly integration tests for a CRM platform using **Node** and **Batch** files.

## Projects

### Tremendous Tracks | React, Typescript, REST, PKCE

A React application that allows Spotify users to analyze their playlists to determine and compare various attributes such as (danceability, energy, valence, tempo, etc). It allows them to craft the best party playlist using objective metrics alongside subjective taste.

### Two Player Tetris | C++

Two Player Tetris game which can be played in the terminal or an **XWindows** GUI. Made within 2 weeks in a group of 3 using **XQuartz** and raw **C++**. Designed with software scalability in mind using all of the latest **OOP** design patterns and paradigms.

### Various Web Projects | Javascript, Python, Websockets, Java

Various projects experimenting with, and learning about different areas of the web, ranging from webapps, my personal blog, UI mockups, Python web scrapers, NPM packages, Chrome extensions, and HTML5 games. All the repos are on my Github!

## Education

University Of Waterloo | Candidate for Bachelor of Computer Science | 4A

Sept. 2017 to Current