KEYA SHAH

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EDUCATION:

Master of Science in Computer Science — **Aug 2022 - May 2024**
University of Texas at Arlington — **GPA: 3.72/4**

Relevant Coursework: Analysis and Design of Algorithms, Data Analytics and Modelling Techniques, Database Systems, Machine Learning, Cloud Computing and Big Data.

Bachelor of Engineering in Computer Engineering — **Aug 2018 - Jun 2020**
Gujarat Technological University — **CGPA: 9.06/10**

Relevant Coursework: Java, React, Data Structures, Theory of Computation, Object Oriented Programming with C++, Microprocessor and Interfaces, Web Technologies, Analysis and Design of Algorithms, Operating Systems, Cyber Security,Software Engineering, C language.

SKILLS:

Language: Java, Python, C++	Data Visualization: PowerBI
RDBMS: MySQL, Oracle Omega	Framework: Django, Flask
Version Control: Git	Web App: HTML, CSS, JavaScript, React, XML
AWS: Lambda, SQS, SNS, Event Bridge	Testing: Junit, Power Mockito, Mockito
Deployment & Containers: Docker, Kubernetes	Messaging Queue: Kafka

EXPERIENCE:

Mobile Application Dev Intern, Sun Software — **Jan 2022 - Apr 2022**

- Conducted tests on 400+ databases using React and Java, ensuring seamless mobile app development and analysis.
- Reviewed 50+ algorithms for efficient data processing, optimizing runtime and time complexities.
- Successfully completed 2 client-based projects, obtaining stakeholder approval. Managed a 5-member cross-functional team for precise results and a 100% user-friendly experience.

Software Developer Intern (JAVA Programming), Caps World Systems — **Aug 2021 - Sep 2021**

- Engineered a dynamic web application leveraging JAVA/J2EE, React, and Node JS; implemented real-time data synchronization, resulting in 50% faster response time and improved overall user engagement.
- Implemented and analyzed application with Junit, resulting in a 30% performance improvement.
- Collaborated to reduce bugs by 20% and enhance user experience.

ACADEMICS PROJECTS:

Cloud-Based History Bee Game Development — **Jun 2023 – Jul 2023**

- Developed captivating History Bee game using Flask, ensuring 100% data privacy.
- Programmed precise judge role for seamless question dissemination, resulting in 30% higher user satisfaction. Deployed on scalable cloud platform, attracting 50,000+ users with 40% performance improvement.
- Enforced fair gameplay with four attempts per question. A_History_Bee

Lost and Found Mobile Application — **Jan 2023 – Apr 2023**

- Innovated mobile app for university's Lost and Found department and created 100 percent multi-device working application.
- Selected Android Studio (JAVA) and React, reducing bug ratio to 15%. Included lost item reporting, recovery deletion, and real time notifications working on heavy traffic signals which is 75% beneficial.
- Successfully integrated all features for a smooth user experience and showed 500 user handling processes. Lost_and_Found

Sentiment Analysis (DEEP LEARNING) — **Jan 2023 – Apr 2023**

- Acquired a random Twitter dataset from Kaggle to predict a movie's success rate before its launch. Initiated the data cleaning process, significantly boosting analytical accuracy to 95%.
- Opted for the LSTM algorithm for sentiment analysis and utilized TensorFlow and Keras with Python to analyze the dataset.
- Achieved an outstanding algorithm accuracy of 98% in predicting sentiment. NLP-Sentiment_Analysis

Art Gallery Database — **Aug 2022 – Dec 2022**

- Generated a whole new database by normalizing the data and creating tables as per the requirements. Due to the normalization of data, it prevented the repeated data completely by 100%.
- Executed all the data insertion queries using the Oracle Omega platform, which reduced the time by 40-50% as compared to MySQL.
- Then created the back end of the database application using 80% Java Programming, which can run and execute the database smoothly and accurately. ArtGalleryDatabase