Krupal Shah

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EDUCATION

University of Alberta   **Edmonton, AB**
Bachelor of Science in Computing Science   Sep 2022 – 2026 (Expected)
- **Second Year Student majoring in Computing Science**
- Honors: GPA: 3.7 / 4.0
- Relevant Coursework: Introduction to Programming, Object Oriented Programming, Data Structures, Algorithms, Computer Architecture and Fundamentals, Discrete Mathematics.

ACHIEVEMENTS / PROJECTS

Scheduler – Won 2nd position in DevelopEd 2.0 Hackathon   **September 2023**
- A dynamic and responsive web application made using Flask and web tools such as HTML & CSS that creates an automatic schedule based on given tasks / conditions.
- It follows a priority-based algorithm giving the primary tasks more priorities than others which was implemented in python.
- Secured the second position in the Dev Edmonton Society-hosted hackathon, demonstrating robust problem-solving, coding, and teamwork skills in a highly competitive, time-critical environment.

The Dice Game – Multiplayer   **June 2023**
- Designed an interactive multiplayer web game using JavaScript, HTML and CSS, where users compete to get the highest score in 3 rounds.
- Keeps track of information and changes web designs based on game responses creating a sleek look with proper information displayed.
- Created the game using JavaScript, writing well-engineered, reliable, scalable, and maintainable codes to create a fully responsive application.

University of Alberta Programming Contest   **February 2023**
- Collaborated with a team of three programmers to solve complex algorithms within a given timeframe and came in the top 10 category.
- Won the title for the fastest coder, solving the first program within 1 minute.
- Developed efficient and optimized solutions in Python and C++.

Vision AI   **January 2023**
- Developed a Python project utilizing camera technology to identify and classify various objects in real-time, offering both visual and auditory feedback.
- Learned and implemented the fundamental concepts of machine learning, including data visualization, data preparation, model implementation, and model evaluation.

MovieMania – The best movie booking App   **January 2023**

- Developed a dynamic cinema movie booking that is built on Python3 and MySQL for the project backend.
- Implemented a user-friendly interface using python GUI that allows users to browse and select movies, shows, and show timings.
- Demonstrated strong problem-solving skills by handling various scenarios, such as seat availability, user authentication, and transaction processing.

SKILLS

- Technical Skills: Python, MySQL, C/C++, HTML5, CSS, JavaScript, SASS, GIT, VMWare, Linux (Kali and Ubuntu), Node.js, Flask, RISC-V.
- Expertise in programming & coding, solution design, project management, software testing.
- Proficiently demonstrates a diverse skill set, encompassing leadership, effective communication, teamwork, collaboration, problem-solving, and strong social skills.