

CONTACT

✉ malay.shah@mail.utoronto.ca
🌐 github.com/malay-shah
in linkedin.com/in/ms-shah
☎ 1-647-886-5587

TECHNICAL SKILLS

Languages

Java	C#
C/C++	Python
PowerShell	LaTeX
HTML/CSS	Haskell
Racket	JavaScript
MySQL	

Frameworks

ASP.NET MVC	Bootstrap
Flask	JUnit

Technologies

Git	Visual Studio
Bash	Eclipse
Android Studio	Adobe Suite
MS Suite	

INTERESTS

Using Photoshop to develop graphic designs.

Passion for learning new programming languages and using them to produce a product.

Dedication for new movies and songs

Enjoy playing Ping Pong and Volleyball.

EDUCATION

BSc in Computer Science @
University of Toronto
September 2016 - Current

EMPLOYMENT

Avanade

Toronto, Ontario | Summer 2018

Full Stack Developer Intern

C#HTML/CSSJavaScriptPowershell ScriptingPythonSQL

- Developed a web app to assist Avanade IT support team reduce number of tickets
- Built a REST API that can be easily implemented into other applications
- Updated an outdated Phone Number Portal to use modern technologies and increase run time by over 50%
- Created PowerShell script that uses Microsoft Graph API to update workflow on Sharepoint

University of Toronto

Mississauga, Ontario | Jun 2018 - Aug 2018

Research Lab Programmer

PythonBootstrapMS Suite

- Developed a Python script to display a detailed summary of work done by lab members
- Aggregating large data and simplifying it using python scripts

West Humber Collegiate Institute

Toronto, Ontario | Sept 2015 - Mar 2016

Yearbook Volunteer

Adobe Suite

- Worked in a team to produce the 2015-2016 West Humber CI yearbook used by over 500 Students
- Performed well under pressure and was able to multi-task

PROJECTS

🔗 Xpenses

Android APIJavaSql

- Developed an Android application that tracks and sorts the monthly expenses according to various categories
- Built an interactive and intuitive front-end interface for the app, backed by a SQL database
- Implemented multiple compact methods to enhance the run time of the program

🔗 Paint Program

JavaAgileDesign PatternRegexJUnitGit

- Developed a working paint Java program that used the Factory and Strategy design patterns
- Used Regex to save and load a file
- Collaborated with other students in a team setting using Agile and Scrum methodologies
- Implemented an UI which allows users to select shapes, colours and elements inside the canvas

🔗 Jug Puzzle

JavaAgileJUnitSwingGit

- Developed a Java application that allows a user to solve the water pouring puzzle
- Implemented a UI using Swing that visually represents the quantity of water in each jug
- Thoroughly tested the app using the JUnit test framework

🔗 Compression Program

Python

- A compression program made using Python, that utilizes the Huffman algorithm
- Able to reduce size of text files by over 50%