Rinay Shah

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Skills & Summary

- o Placed 2nd worldwide on NASA Space Ames Contest and received a letter of recognition by Prime Minister of Canada.
- o Vast experience leading teams in designing, programming, machining, and building projects.
- o Strong critical thinking and debugging skills.

SOFTWARE: Java, C#, C, Python, JavaScript, HTML, CSS, VHDL, Git, MATLAB

FRAMEWORKS/LIBRARIES: p5.js, Bootstrap, jQuery, .NET

Experience

Research Intern, Ryerson University



- O Configurated a Multiple-Kinect-tracking environment by acquiring the Skelton data from the four Kinects using Microsoft Kinect 2.0 SDK. Used TCP/IP client-server network to send the skeleton data from multiple Kinect to a single computer.
- o Work with graduate students to implement a machine learning Kinect fusion algorithm to merge the multiple Kinect data to create a single 360° skeleton.

- o Use HTML, CSS, JavaScript and to update and improve the IEEE Ryerson Student Chapter website.
- o Acquired front-end web developer skills by maintaining the user interface and the style of the website.

Engineering Projects/Teams

IEEE E-Bot Workshop

o Develop software for an autonomous E-Bot using Arduino, working with DC Motor using the motor shield and the accelerometer.

IEEE IoT Smart City Hackathon (3rd Place)

o Built automatic street lights with crash detection ability using ultrasonic, sound sensors and HUZZAH ESP8266.

Human Handwriting Imitator

o Created software with C# which once synchronized imitates the user's handwriting.

S Education

Achievements

- o Received a letter of congratulatory from the Prime Minister, Minister of Innovation, Science and Economic Development, and from the President of the Canadian Space Agency.
- o Presented at the
 International Space
 Development Conference,
 Innovation Nation
 Conference, and Annual
 AstroNuts Space Camp &
 STEM Contest.
- Featured on CBC radio, Metro Toronto, other media.

• Interests

- Gaining exposure to new programming languages and building hardware systems.
- o Attending hackathons (e.g. Major League Hacking) to apply knowledge in a rapid-paced environment.
- Extracurricular activities such as IEEE workshops, clubs and teams.

Hobbies

o Reading, Cricket, Soccer, Basketball, Swimming, Travelling, Music, and Chess