Rinay Shah

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Skills & Summary

- Placed 2nd worldwide on NASA Contest and was recognized 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, VDHL, Git, MATLAB

 $\textbf{FRAMEWORKS/LIBRARIES:} \ \ Node. js, \ BootStrap, \ jQuery, \ . NET$

TOOLS: Visual Studio, LATEX, Git

Experience

Research Intern, Ryerson University

May 2018 – Aug 2018

- o Created a 360° view for tracking the human body using RGB cameras, Microsoft Kinect 2.0 SDK, Web API and Unity3D.
- Configurated a Multiple-Kinect-tracking environment by acquiring the data from the four Kinects and transforming it into Skeleton Data. Used client PC to transmit the data to the server through the OSC (Open Sound Control).

Webmaster, IEEE Ryerson Student Chapter



- o Use HTML, CSS, JavaScript and WordPress to update and improve the IEEE Ryerson website (http://ieeeryerson.com).
- 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.
- o Featured on CBC radio, Metro Toronto, other media.

• Interests

- o 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.
- o Extracurricular activities such as IEEE workshops, clubs and teams.

Hobbies

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