Rinay Shah

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Skills & Summary

- o Placed 2nd worldwide on NASA Contest and was recognized by Prime Minister of Canada
- o Software/Hardware: Python, C#, C, HTML, CSS, Arduino, Git MATLAB, Oscilloscope
- o Vast experience leading teams in designing, programming, machining, and building projects
- o Strong critical thinking and debugging skills
- o Self-learner with a determined ambition of achieving success

Experience

Math & Science Tutor, Mathmagician Inc.



- Delivery of academic strategies to improve student selfsufficiency
- Acquisition of strong leadership and communication skills shown by controlling the classroom and ensuring top quality functionality

Math & Reading Tutor, Kumon



- o Development of comprehensive lessons that accommodated different levels of learners
- o Use a data entry software to enter students' worksheet scores and track daily process

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 a program at a Hackathon which once synchronized it imitates a person handwriting using the C# language.

⇒ Education

Computer Engineering, Ryerson University Sept 2017 - Present

- o 3.87 CGPA out of 4.33
- Key Courses: Electric Circuit Analysis, Digital Computation and Programming

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

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

Hobbies

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