

Romil V. Shah

551-697-9954

125 Laidlaw Ave, Jersey City, NJ, 07306

shahromil71321@gmail.com

EDUCATION

Stevens Institute of Technology, Hoboken, NJ
Master of Science | Computer Science. GPA: 3.268
Graduate Certificate | CyberSecurity. GPA: 3.585
Honors: Master's Scholarship Award for 2022

01/2022 - 12/2023

Marwadi University, Rajkot, India
Bachelor of Computer Applications. GPA: 3.66

06/2018 - 05/2021

SKILLS

- Programming Languages: Python, C++, Java, C, PHP
- Technologies: SQL, MySQL, PostgreSQL, HTML, CSS
- Operating Systems / Tools: macOS, Windows, Linux, VS Code, MS Office, Eclipse, LaTeX
- Languages: English (Bilingual), Hindi (Native), Gujarati (Native)

EXPERIENCE

Dianco Inc, New York City, NY
IT Administrator

03/2024 - Present

- Maintained the company's website, ensuring 99.9% uptime for a high-traffic platform showcasing diamond jewelry inventory, directly contributing to customer engagement and sales opportunities for the business.
- Implemented a Python-based automated inventory tracking system, streamlining the process of updating the website with current diamond jewelry availability, reducing manual data entry errors by 95% and saving 10 hours of staff time weekly.
- Provided rapid response IT support, diagnosing and resolving hardware and software issues within an average of 2 hours, minimizing downtime and maintaining a 98% operational efficiency for all office computers and network infrastructure.

iTechNuts Solutions, Ahmedabad, India
Web Development Intern

06/2021 - 12/2021

- Created and maintained responsive web pages using HTML, CSS, and JavaScript, ensuring compatibility across various devices and browsers.
- Assisted in the development of web applications by integrating APIs and working closely with senior developers to enhance user experience and functionality.

ACADEMIC PROJECTS

Stevens Institute of Technology
Captain Veggie Game

Fall 2023

- Developed a simulation game in Python where players control Captain Veggie to harvest vegetables while avoiding rabbits, implementing object-oriented programming principles with classes like FieldInhabitant, Veggie, Creature, Captain, and Rabbit.
- Created a game engine that initializes the field, manages game state, handles character movements, and processes player input, utilizing file I/O for game configuration and high score management.
- Implemented game mechanics including random vegetable placement, rabbit movement algorithms, score tracking, and a high score system, demonstrating skills in algorithm design and data structure manipulation.

Stevens Institute of Technology
Search Engine

Spring 2023

- Designed and implemented a simplified search engine for a small website using Java, employing a Trie data structure for efficient word storage and retrieval, and Hashmaps for word occurrence tracking.
- Developed web scraping functionality using jsoup to extract content from 13 defense news links, implementing stop word filtering to improve search relevance and reduce noise in the index.
- Created ranking algorithms based on word occurrence frequency and implemented multi-keyword search capabilities, using merge sort for efficient result ranking and displaying search results with relevant scores.