SHAHREZ JAN

SOFTWARE ENGINEER

I am Interested in Software Engineering, Machine Learning and Computer Vision

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Skills & Courses

PROGRAMMING

Python

Java

Javascript

C/C++

Android Development

iOS development

MySQL

Haskell

HTML/CSS

R

TECHNOLOGIES & LIBRARIES

Git

React

Flask

Node.js

MongoDB

QT

Linux

Angular.js

STACKS

MEAN

LAMP

COURSES

Data Structures & Algorithms

Advanced Software Systems

Algorithms Analysis

Distributed Systems

Introduction to Database Management

Network Security

Data Mechanics

Fundamentals of Computing Systems

Education

Boston University
B.S Computer Science 2018

Experience

Florent Al   New York City
Software Engineer Intern
Worked as a Natural Language Processing Engineer to build Bots for geo-location events.
The purpose of the project was to implement a bot that could help users attend events, they would be interested in and help event organizers with event planning. Utilized: Neo4j and Mindy NLP Engine and Twilio.

Global App Intiative   Boston University
Android/iOS Engineer   Sep 2014 to Current
Leading of a team of 5 students.
Worked on building an iOS app that will help engineers without border connect with the local population of their operations better.

Projects

Imitationga.me | Best Web App Award at Codestellation   Oct 2016 to Current
- Collaborated in 5-member team to create a web platform to test bots against users.
- The goal of the project is to simulate the Turing test. The web application is written using the MEAN stack.

Text2Image | Award Winner at HackHolyoke
- Collaborated in a 4-member team for 24 hours at the HackHolyoke Hackathon to create a chrome extension that turns the keywords of a website into images, allowing dyslexic people to have an easier time understanding.
- Utilized the Indico Keyword API in Python to generate the important keywords of different bodies of text after cleaning text of unneeded punctuation marks.
- Created the chrome extension to take in an input of text and process it through our cleaning and keyword system built using Flask and JavaScript.

Computer Controlled Car   2016 to Current
- Collaborated in a team of 3-member team to make a Computer Controlled car capable of being controlled from long distances using an Arduino and Raspberry pi.
- We wrote a web server in C that was hosted on a raspberry pi, the Raspberry pi controlled the Arduino through i2c which in turn controlled the motors. The orders were given transmitted wirelessly by a computer a Raspberry pi.

Theremin | BostonHacks
- Collaborated in a 3-member team for 24 hours at the BostonHacks Hackathon to create an Android app that uses wrist movements to generate music.
- Used the accelerometer on the Microsoft Band to translate rotations of the wrist to different frequencies that corresponds to the musical scale by converting the frequencies into a 16-bit PCM sound array.
- Linked the functionality and the UI of the app together and helped design the user interface with Java and XML in Android Studio that generates musical notes and displays the name of each note for the user with the audio media library.