SHAIN DHOLAKIYA

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EDUCATION

Georgia State University, Atlanta, GA   **December 2021**
Bachelor of Science in Computer Science, Minor in Economics (GPA: 3.5)

Certificate Programs:
- Full Stack Web Development Bootcamp, Georgia Institute of Technology
- iOS and Swift for Beginners, iOS Data and Networking, Ray Wenderlich
- Machine Learning, Stanford University, Coursera
- CS50 Intro to Computer Science, CS50 Mobile App Development with React Native, HarvardX

TECHNICAL SKILLS

Programming Languages: Swift, Objective-C, Java, JavaScript, HTML/CSS, Python, Assembly, C, C++, LabVIEW
Frameworks: SwiftUI, UIKit, ARKit, CoreML, React.js, Node.js, Express.js, Gatsby.js, Angular.js, React Native, Django
Databases: Firebase, Core Data, Realm, MongoDB, SQL
Tools: Git/GitHub, XCode, Android Studio, Visual Studio Code, Anaconda, Bitbucket, Jira, Confluence, Trello, Figma, Zeplin

WORK EXPERIENCE

Amazon Lab126, Sunnyvale, CA   **February 2021 - Present**
Software Developer Engineer Intern
- Working on software for Alexa using Java and AWS

NASA JSC, Houston, TX   **January 2021 – Present**
Flight Software Developer Intern
- Developing a virtual exercise training software system using LabVIEW and Bluetooth and biomedical sensors to provide real-time guidance on resistance and strength exercise techniques to improve astronaut performance during workouts on the International Space Station and the Orion capsule
- Helping to develop a mobile application that will test an astronaut's balance on a wobble board device to ensure they have great stability

NASA Ames, Mountain View, CA   **August 2020 – December 2020**
Software Engineer Intern
- Created a public-facing web portal to visualize exoplanet data in a user-friendly way using Python, Flask, and React.js
- Built documentation using Python, Jupyter Notebook, and Sphinx to show a follow-along derivation from planetary science literature of the data integration behind the web portal

NCR Corporation, Atlanta, GA   **June 2020 – August 2020**
Mobile Software Engineer Intern
- Documented and developed Apple's new App Clips (iOS 14) for existing mobile restaurant applications to improve the user experience/engagement
- Built a POC Augmented Reality game using SwiftUI and RealityKit to incentivize customers with discounts in the restaurant ordering applications

Manhattan Associates, Atlanta, GA   **January 2020 – May 2020**
R&D Software Engineer Intern
- Developed a tool to enable/disable logs at the thread level cutting the debugging process time from a week to about 30 minutes using software like Java, Docker, Spring Boot, and Gradle
- Collaborated in an Agile and Test-Driven Development (TDD) environment using tools like Bitbucket and Confluence

T-Mobile, Atlanta, GA   **October 2019 – December 2019**
Software Developer Intern
- Updated the UI of an internal application using React.js saving the department over 50% of wasted time and communication
- Communicated with a large cross-functional team with representatives from Legal, Business, and Engineering teams to create the UI in an Agile environment using Jira and Bitbucket

PROFESSIONAL DEVELOPMENT

HackGSU
- Placed 4th at GSU's Hackathon out of 600 other participants with a React Native application that provided a Tinder swiping format for grocery shopping while using targeted recommendations based on your past transactions and current cart status

President of Programming Club at GSU
- Programming club helping students participate in learning new algorithms and problem-solving techniques for interviews
- Helping students build side projects by providing them with resources and assistance

CTO and Developer of BlockchainGSU
- Developing the club's website using Gatsby.js and finding sponsor/partners with local companies that are Blockchain related