

# 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)*

**International Space University**, France

**June 2020 – August 2020**

*Interactive Space Program (ISP)*

- 5-week full-time professional development program partnered with companies/agencies like NASA, ESA, Lockheed Martin, Boeing, Blue Origin, Virgin Orbit, and more to analyze space programs and projects covering policy, economics, remote sensing applications, artificial intelligence, telehealth/telemedicine, human performance in space, and more
- Published a report to the United Nations Office for Outer Space Affairs (UNOOSA) on innovative approaches of utilizing space for the monitoring, and mitigation of the COVID-19 crisis and for preparedness and prevention of future pandemics

## **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
- Introduction to C++, Microsoft, edX

## TECHNICAL SKILLS

**Programming Languages:** Swift, Java, JavaScript, HTML/CSS, Python, Assembly, C++

**Frameworks:** SwiftUI, UIKit, ARKit, RealityKit, CoreML, React.js, Node.js, Express.js, Gatsby.js, Angular.js, React Native

**Databases:** Firebase, Core Data, Realm, MongoDB, SQL

**Tools:** Git/GitHub, XCode, Visual Studio Code, Anaconda, Bitbucket, Jira, Confluence, Trello, Figma, Zeplin

## WORK EXPERIENCE

**NASA Ames**, Mountain View, CA

**August 2020 – Present**

*Software Engineer Intern*

- Creating a public-facing web portal to visualize exoplanets using Python and React.js

**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 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 4<sup>th</sup> 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 off your past transactions and current cart status

**Lead on the Executive Board of GSU ProgClub**

- 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