Rinay Shah

(647)-821-3910
https://www.linkedin.com/in/RinayS
rinay.shah@ryerson.ca
https://github.com/RinayShah

Skills & Summary

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

Experience

Math & Science Tutor, Mathmagician Inc. — Oct 2017 - Present

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

Math & Reading Tutor, Kumon — Sept 2016 - Sept 2017

- Development of comprehensive lessons that accommodated different levels of learners
- Use a data entry software to enter students' worksheet scores and track daily process
- Weekly progress updates to ensure students meet benchmarks

Engineering Projects/Teams

IEEE E-Bot Workshop

- Develop software for an autonomous e-bot using Arduino, working with DC Motor using the motor shield and the accelerometer.

Line Following Robot

- Programmed C-based Arduino, built with digital circuits to control motor rotation using light sensors

Human Handwriting Imitator

- 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

- 3.87 CGPA out of 4.33 scale (Letter Grade A-)

Achievements

- 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
- Presented at the Annual AstroNuts Space Camp & STEM Contest, the International Space Development Conference, and the Innovation Nation Conference
- Featured on CBC radio, Metro Toronto, other media

Interests

- Gaining exposure to new programming
- Attending hackathons (e.g. Major League Hacking) to apply knowledge in a rapid-paced environment
- Extracurricular activities such as FRC robotics club, math club, and engineering club