



SHAYSHU NAHATA-RAGUBANCE

Software Engineer

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EDUCATION

BASc

Software Engineering, Minor Artificial Intelligence

University of Toronto

September 2018 - May 2023

Toronto, On

GPA: 3.48

Relevant courses

ECE345 - Algorithms and Data Structures

ECE344 - Operating Systems

ECE368 - Probabilistic Reasoning

ECE367 - Matrix Algebra and Optimization

APS360 - Artificial Intelligence Fundamentals

ROB311 - Artificial Intelligence

ECE421 - Introduction to Machine Learning

ECE568 - Computer Security

SKILLS

C#, NodeJS, PHP, VBScript

C, C++, Rust, Python, Go

Kotlin, Dart

Verilog, ARM

Pytorch, Tensorflow

HTML, JavaScript, TypeScript

CSS, Bootstrap, Tailwind, JQuery

React, Svelte, Vue.js, ASP.Net, Unity

SQL, MySQL

EXTRA-CURRICULARS

Cloud Club - Exploring Cloud Development

ECE Ambassador Program

Student Council

Jazz Band

Concert Band

WORK EXPERIENCE

Senior Analyst

Scotiabank

August 2022 - current / Toronton, On

- Triage with business clients to create web-based solutions.
- Deploy, develop, and test full-stack applications.
- Project management of full-stack applications.

Trade Floor Technology Consultant (Web Dev)

Scotiabank

May 2021 - August 2022

- Developed HR data ingestion process to automate, streamline, and strengthen fault tolerance resulting in a processing time reduction from 20 to 10 minutes.
- Created move tracker workflow to streamline communications with supporting teams, and accurately moved over 600 staff members back to the office.
- Created attendance survey process to ensure that voice-recorded staff in the office are accurately tracked, and resolved discrepancies of the 5 -10% of users missed.
- Created a global centralized application tracker platform and workflow to manage information of over 300 users, delivering timely reporting information to relevant stakeholders.
- Worked with supporting technology teams to revamp a platform for accurately tracking over 500 computers.

Web Developer

Freelance

May 2019 - August 2020

- 12Mortgage.ca - Built page autogeneration script using PHP to streamline full-stack page development, reducing development time by up to 1 hour per page. Created streamlined onboarding procedures to accurately onboard new clients, and reduced customer service overhead.
- Classroom puzzlers - Developed client-centric UI using HTML, CSS, and newsletter distribution process to increase client engagement and retention.

PROJECTS

Rust Code Visualizer

Developer, Project Manager

August 2022 - April 2023

- Created UI mock-up of components to offer users call graph and performance insights of Rust programs
- Developed and deployed front-end and back-end integrations with data generation scripts and front-end visualization tools
- Developed testing suite and testing protocol
- Managed and delivered key specification documents

Movie Rating AI

Developer

January 2021 - May 2021

- Created processing script to normalize input dataset in Python.

AWARDS

Deans List 2019 - 2023

Honour Roll 2014 - 2018

Principals' award for extra-curricular
activities and citizenship

Musical excellence

- Designed and tested baseline model to assess feasibility using SciKit.
- Designed, implemented, trained, and validated AI model via PyTorch, resulting in a 70% accurate model that predicted the success of a movie given meta information.

JavaScript Game Development

Team Lead, Developer

September 2021 - May 2022

- Organized and led the development team through training and implementation of a platformer and rogue-like dungeon games using the JavaScript phaser library.
- Managed workload distribution across team members using the agile software development framework.

VSCode API helper extension

Developer

February 2022 - March 2022

- Created a svelte-based UI to enable Cloud Club game team to quickly find accurate and in-depth documentation relating to the Phaser JavaScript API library.