Shrey Shah

4th Year Electronics
Engineering Student
& Full Stack Developer

shreyshah9@gmail.com
in/shrey-shah-598747150/
shreyshah977.github.io/

Core Skills:

Languages: Python, C/C++, JavaScript, ARM Assembly, Bash, SQL, GitLab

Frontend Technologies: Figma, Electron, React, Dart/Flutter

Backend and Cloud: Docker, MongoDB, AWS, Cassandra, Google Cloud Platform, GraphQL, Node.js, PostgreSQL

Work Experience:

Mobile Engineering Intern | AdMoreLighting   May 2021 – Aug 2021
- Overhauled internal messaging library and API to smartly handle publishing and reduced error rates by 50%.
- Designed a new FireStore schema for customer service response and to provide the ability to A/B test users.
- Deployed a Google Cloud Platform pub/sub Cloud Function written in TypeScript to export a snapshot of collection data.
- Created an end-to-end testing module for unit tests using Dart.

Backend Engineer Intern| General Dynamics Missions Systems – Canada: April 2020 – Aug 2020
- Designed robust logic for position reporting systems, decreased time for intra-system messages by 60ms.
- Analyzed 600MB of performance data, documented behaviour and made optimizations within the codebase.
- Built and automated test pipelines in both Robot Framework (Python3) and Google Test (C++), leading to a decrease in MTTR by 50%.

Fullstack Engineer Intern| General Dynamics Missions Systems – Canada: Sept 2019 – April 2020
- Built scalable product features in C++ and Java, in an Agile development environment.
- Overhauled existing log aggregation system with ELK stack, resulting in reduced error tracking time by 50%.
- Optimized ability to parse over 5GB of logs sent from Logstash by using dynamic templates in Elasticsearch.
- Designed and implemented a sonar systems dashboard with QT GUI (C++), reducing clutter by 30%.

Campus STEM and English Tutor | University of Regina   April 2017 – Aug 2019
- Created a learning environment for students, increasing grades by 18% across a multitude of subjects.

Projects:

Rossler Chaotic Generator 🔗 |VHDL, Vivado, MATLAB Deep Learning Toolbox
- Replicated an Artificial Neural Network based on Rossler's Chaotic System Generator on FPGA with VHDL.

Iconbite 🔗 |React.js, Google Firebase, Material-UI
- Built an image repository with modern frameworks like React supported by Material-UI. Includes a scalable NoSQL database via Firebase allows for up to 10,000 authentications per month and UHD image upload.

Collagify 🔗 | Python3, Tesseract OCR, OpenCV, PIL
- Leveraged open-source machine learning libraries to search an ingredient list image, clean input data and feed into an image search API to retrieve ingredient-specific images.

Whac-a-mol 🔗 | ARM Assembly, STM32Fx Development Kit
- Embedded Programming/Computer Architecture Project. Programmed board to play a Whac-A-Mol arcade game with LEDs and buttons. Manipulated GPIO, Stack/Memory Deployment, and Control Structures.

Education:

B.AS Electronics Engineering, Minor in Computer Science| University of Regina   Sept 2016 – Apr 2022
Microelectronics, Computer Networks, Digital Communications, Computer Architecture, FPGA Design, Object-Oriented Programming, Data Structures and Algorithms, Web Development.