Shrey Shah

4th Year Electronics Engineer
& Full-Stack Developer

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Core Skills:

Languages: Python, C++, ARM Assembly, Bash, Git, MySQL, Matlab, Java, JavaScript, PHP

Frontend Technologies: Bootstrap, HTML5, CSS3, Figma, React, Electron, Flutter (Android)

Backend and Cloud: Docker, GCP, AWS, Cassandra, MariaDB, Firebase, GraphQL, Kafka, Robot Framework, Google Test, Jenkins, Artifactory, Selenium, Node.js

ML: Tensorflow, Google Collab, Tesseract API

Work Experience:

Intern | General Dynamics Missions Systems – Canada:

Software Engineering - Land Systems   April 2020 – Aug 2020

- Synchronized and created 5 system-wide CI/CD Jenkins pipelines, allowing for overnight build runs.

- Designed robust backend logic software for position reporting systems, decreased time for system messages by 60ms.

- Maintained and managed TCP/IP related services for cross-system infrastructure.

- Built automated, end-to-end test suites in both Robot Framework (Python) and Google Test (C++), for architecture reliability.

Full Stack Engineering - Underwater Warfare Systems   Sept 2019 – April 2020

- Built scalable product features in C++ and Java, interfacing design daily with key stakeholders and architects.

- Led effort to incorporate and adopt ELK stack for high-frequency data collection. Optimized ability to parse over 5GB of log messages sent from Logstash by using dynamic templates in Elasticsearch.

- Designed and implemented a sonar systems dashboard refresh with QT GUI (C++).

- Created a high performance, real-time data exchanging micro service containerized within Docker. Service optimized to decrease memory usage and processor load.

Campus STEM and English Tutor | University of Regina   April 2017 – Aug 2019

- Created a learning environment for students in STEM Courses, resulted in an increase of grades by 15%.

Projects:

Iconbite | JavaScript, React, Firebase, Material-UI

- Built an image repository website with modern web frameworks like React and a scalable backend with Google Firebase. Supports multi-user authentication, large image grouping and is built with Material-UI.

Whac-a-mol | ARM Assembly, STM32F Development Kit

- Embedded Programming/Computer Architecture Project. Programmed board to play a Whac-A-Mol arcade game with LED's and buttons. Manipulated GPIO, Stack/Memory Deployment, and Control Structures.

Lab-Buddy | Hardware Test Board

- Assembled a laboratory testing kit that allowed for easy testability with a Temperature Sensor, Voltage Regulator, Dynamic Resistor, Low Pass Filter, and Relay.

Education:

Electronics Systems Engineering and Minor in CS | University of Regina   Sept 2016 - Present

Focus in: Microelectronics, Computer Networks, Digital Communications, Computer Architecture, FPGA Design, Object Oriented Programming, Data Structures and Algorithms, Web Development.