Shrey Shah

4th Year Electronics Engineer
& Full-Stack Developer

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Core Skills:

OOP and Core Languages: Python3, C++, SQL, ARM Assembly, Bash, Git, Matlab

Products and Frameworks: Docker, ZeroMQ, MariaDB, Google Charts, Bootstrap, Pandas, NumPy, SciPy, BeautifulSoup, AirTable, Figma, Flutter (Android)

Familiarity: JavaScript, React, Electron, Cassandra, Kafka, Pytorch,

Work Experience:

Intern | General Dynamics Missions Systems – Canada:

Software Engineering - Land Systems — April 2020 – Aug 2020

- Synchronized and led the creation of newer redesigned CI/CD Jenkins Pipelines, increased reliability by 100%
- Designed robust backend logic software for position reporting systems, **decreased time** for a report to cross the system **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. Ability to now parse **over 5GB** of error log messages sent from **Logstash** using dynamic templates in **Elasticsearch**.
- Designed and implemented a sonar systems dashboard refresh with QT GUI (C++).
- Maintained and improved resiliency on REST API for a critical UPS system.
- 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%.

Realtor Assistant | Century 21 Bamber Realty: — July 2015 – Aug 2015

- Automated excel spreadsheets with Python and optimized data entry methods.

Projects:

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

- Created an algorithm to give an incrementally challenging “levels” of randomized LED’s turning on to simulate a whac-a-mol carnival game. Included starting sequence, fail state, 3 “Lives” before game ended.

Lyra | HTML5, CSS, JavaScript, AJAX, PHP, SQL, REST Paradigm

- Built from scratch, a website similar to twitter. Allowed for consistent updates and notifications from users.

LabBuddy 5.0 | 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 | University of Regina — Sept 2016 - Present