Shrey Shah

Recent Electronics Engineering Graduate & Full Stack Developer

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Core Skills:

Languages: Python, Golang, JavaScript, Bash, SQL, Git, C/C++

Frontend Technologies: Figma, React, Dart/Flutter, Tailwind CSS

Backend and Cloud: Docker, GCP, Kubernetes, Node.js, Jenkins, Prometheus, Grafana

Education:

B.AS Electronics Engineering | University of Regina — Sept 2016 – Apr 2022

Microelectronics, Computer Network Design, Digital Communications, Computer Architecture, FPGA Design, Object-Oriented Programming, Data Structures and Algorithms, Web Development.

Work Experience:

iXp Backend Cloud Software Engineering Intern | SAP — Sept 2021 – Current

- Manifested and optimized Kubernetes deployments for new Gatekeeper (OPA), increasing efficiency by 30%
- Refined default backend for ingress controller in Go to serve custom web pages to customers
- Implemented a dynamic rule in Terraform to provide multiple domain support for Vault secrets platform.
- Maintained and developed Jenkins CI/CD infrastructure configuration in Kubernetes for critical customer CRs
- Launched SQL-Server as a cloud-ready deployment with Helm and delivered by adding to internal API in Go

Mobile Engineering Intern | AdMoreLighting — May 2021 – Aug 2021

- Refurbished internal messaging library and API to smartly handle publishing to reduce 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 GCP pub/sub Cloud Function in TypeScript to export a snapshot of collection data
- Improved manufacturing standards by 40% after creating a production-ready test infrastructure platform

Backend Engineer Intern| General Dynamics Missions Systems – Canada: — April 2020 – Aug 2020

- Implemented 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
- Crafted autonomous pipelines in Robot (Python3) and Google-Test (C++), decreasing MTTR by 50%

Full Stack 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%
- Designed and implemented a sonar systems dashboard refresh with QT GUI (C++), reducing clutter by 30%

Projects:

Covid-19 Pre-Screening App (Capstone) |React.js, Firebase, Flask, Tesseract OCR, OpenCV

- Created a full-stack web application with React.JS, FireBase, Flask, and more. Localized to a raspberry-pi, this device allowed for pre-screening of Covid-19 related basic symptoms, temperature and oxygen measurement as well as OCR for identity verification cross-referenced with an encrypted QR Code.

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.