Shrey Shah

4th Year Electronics Engineer Student
& Full-Stack Developer

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Core Skills:

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

Frontend Technologies: Figma, React, Electron, Flutter (Android)

Backend and Cloud: Docker, MongoDB, GCP, AWS, Cassandra, MariaDB, Firebase, GraphQL, Kafka, Node.js, PostgreSQL, Elasticsearch, Spring Boot

Work Experience:

Intern | General Dynamics Missions Systems – Canada:

Software Engineering - Land Systems   April 2020 – Aug 2020

- Collected performance data and other metrics on several sub-services, documented behavior and implemented optimizations within the codebase.
- Designed robust logic for position reporting systems, decreased time for intra-system messages by 60ms.
- Created and managed microservices for reliable data transfer over TCP for cross-system data transfer.
- 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, in an Agile development environment.
- 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 with Material-UI as well as a scalable backend with Google Firebase. Supports multi-user authentication and large image support.

Collagify 🔗 | Python3, Tesseract OCR, OpenCV, PIL

- "Collagifying" images from an ingredients list.

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.

Education:

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

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