

Shrey Shah

4th Year Electronics Engineer
& Full-Stack Developer

✉ shreyshah9@gmail.com

☎ (306)-450-1976

Core Skills:

OOP and Other Languages: Python, C++, SQL, ARM Assembly, Bash, Git, Matlab

Products and Frameworks: Docker, ZeroMQ, MariaDB, Google Charts, Bootstrap, Pandas, NumPy, SciPy, BeautifulSoup, AirTable

In Progress/Familiarity: JavaScript, React, Django, Pytorch, Flutter (Android), Figma

Work Experience:

Intern | General Dynamics Missions Systems – Canada:

Software Engineering - Land Systems

April 2020 – Aug 2020

- Updated backend logic for position reporting systems following NMEA Standards
- Collaborating with team members on firmware development and hardware testing
- Led effort on increasing product reliability by initializing new Jenkins Pipelines
- Utilized Robot Framework and Google Test to create scaled end to end unit tests
- Provided solutions for a new strategic approach to increase maintainability of product.

Full Stack Engineering - Underwater Warfare Systems

Sept 2019 – April 2020

- Responsible for firmware updates and flashing system state
- Built feature to pinpoint and alert user on a sonar platform used to detect underwater moving entities
- Led development on adding a new UPS and creating initial API to interact with product within system.
- Optimized and created messages to be sent via a custom variant of OpenDDS across systems.
- Designed and implemented layout update of main dashboard with Java Spring and QT GUI (C++)
- Support adoption of the Elasticsearch, Logstash and Kibana on Linux system, replacing Portainer
- Demo'd key functionality to stakeholders and architects

Campus STEM 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. This allowed younger students to test circuits without needing to go the lab.

Education:

Electronics Systems Engineering | University of Regina

Sept 2016 - Present