Shrey Shah

Final Year Electronics
Engineering Student
& Full Stack Developer

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Core Skills:

Languages: Python, Go, JavaScript, ARM Assembly, Bash, SQL, Git, C/C++

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

Backend and Cloud: Docker, MongoDB, AWS, Kubernetes, Node.js, Jenkins

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 Software Engineering Intern (Cloud)| 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 CR's
- Built a deny-all network policy for customer agent nodes in internal cluster, allowing interface to GCP

Mobile Engineering Intern | AdMoreLighting   May 2021 – Aug 2021
- Overhauled 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
- Created an end-to-end infrastructure module in Dart and simulating Bluetooth hardware tests

Backend Engineer Intern| General Dynamics Missions Systems – Canada: April 2020 – Aug 2020
- Designed robust logic for position reporting systems, decreased time for intra-system messages by 60ms
- Analyzed 600MB of performance data, documented behavior and made optimizations within the codebase
- Crafted autonomous pipelines in Robot (Python3) and Google-Test (C++), decreasing MTTR by 50%

Fullstack 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 with QT GUI (C++), reducing clutter by 30%

Projects:

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.