

SHUBHAM NEGI

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Technical Skills:

- Technical Knowledge of **Programming Languages** such as C/C++, Python, Java, R, JavaScript, HTML, CSS.
- Knowledgeable on tools such as **Android Studio, Flutter, WordPress, node.js, Bootstrap, Figma, Invision, Adobe Suite.**
- Efficient user of **Operating Systems** such as **Linux, Mac, Windows OS.** Skilled **microsoft office** user.
- Strong knowledge of databases and **SQL** and effective user of **Git.**
- Knowledgeable on the **AGILE (Scrum)** development methodology.

Transferrable Skills:

- **Proven problem solver** with a strong sense of **Time Management.**
- **Effective Communicator** with close to 2 years experience in Customer Relations working in the food industry.
- **Leadership Skills** acquired through multiple leadership roles in school clubs, and in work.
- **Strong interpersonal skills and ability to work in teams** developed through working with numerous diverse teams on different impactful projects.
- Full working proficiency in spoken **Languages** such as English and Hindi and elementary proficiency in Arabic.

Professional Experience:

Drive CX – CEM Software

UI/UX Designer and Web Developer (Co-op)

May 2020 – Present

- Work one-on-one with the company's CEO to understand and gather design requirements in order to create workflows and prototypes to enhance user experiences for the suite of company products.
- Design and created the UI for the company's Pickup Order Management Mobile Application using **Figma** and **Invision** which is available to download on the Google Play Store.
- Improved and designed the UI and UX for the company's integration with Clover Marketplace to meet business needs.
- Design, develop and populate a website for the company's online learning centre using **WordPress** and associated plugins.
- Create custom email templates using **HTML, CSS** and **JavaScript** in order to improve the user onboarding experience.

SFU Surge

Project Lead Developer

May 2020 – Present

- Leading a team of 4 developers in order to create a **iOS** and **Android** native application that allows SFU students to hail and drive carpools to enhance the commute to SFU using Google's **Flutter** framework on **Android Studio.**
- Design and create the UI for the application.
- Develop the login and sign up screens and connected the app to **Google Firebase** to authenticate and store user's information.

Project Experience:

Pac-Man Path Finder, Artificial Intelligence Survey (CMPT 310)

January 2020 – April 2020

- Developed a **Python** application for path finding in a Pac-Man maze like environment.
- Implemented BFS, DFS and A* Search Algorithms using Stack, Queue and Priority Queue for effective food detection and collection in mazes of varying sizes and food in different corners of the mazes.
- Tested the results with multiple inputs and determined effective heuristics for the search problems.

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Project Experience Continued:

Budget App - Personal Project

November 2019 – January 2020

- Self-learned **JavaScript**, **HTML** and **CSS** to design and build an app to assist in accounting of daily finances and optimize spending habits.
 - Implemented the **AGILE** methodology to create an easy to use app interface using HTML and CSS that allows the user to enter their budget for the said period.
 - The flexible app allows users to enter and label their expenses which subsequently gets subtracted from the entry amount in order to display the remaining balance. All entries are easily modifiable and can be deleted.
 - Implemented the back end of the app using JavaScript and tested the results with all possible inputs.
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Hackathon Experience:

Deloitte ThinkTech 2019 – First Place

October 2019 – November 2019

- Selected among 150 applicants to represent Simon Fraser University at the multi-disciplinary competition co-hosted by Deloitte Vancouver, SFU MISA, and UBC BizTech.
- Worked alongside four other multidisciplinary team members during a six-week period to create a technological solution that would allow **HSBC bank** to leverage **Open banking** in the form of a mobile app that predicts weather a customer will default on their loan.
- Implemented a **machine learning algorithm** for the backend of the bank's app using **Python** and tested the results to achieve efficient results.
- Secured a first-place finish among the competing teams.

SFU Beedie Business Analytics Hackathon 2019

November 2019 - November 2019

- Analyzed a small telemarketing company's data set using **R** to help them find the cause of their increasing customer churn.
 - Leveraged **Machine Learning models** to help predict with 82% accuracy if a customer will churn and used data visualization to improve decision making.
 - Presented our teams recommendations that would the company help turn around losses of \$543,000 to industry judges of data analysts from Boeing, E&Y and Indeed.
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Simon Fraser University, Burnaby, B.C

Spring 2018 – Fall 2022

- Bachelor of Applied Sciences (BSc) Computer Science and Business Administration Joint Major
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Interests and Hobbies

- Fitness enthusiast, loves to train in the gym, play soccer, swim, and go on hikes.
- Avid traveler, traveled to over 25 countries in 4 continents.
- Philanthropy, organised fundraisers and social service activities for local causes.