

Vanshil Shah

Contact

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Skills

Android	Java
C++	Javascript
CSS	NodeJS
Elasticsearch	PostgreSQL
Express.js	Python
Git	React
Go	React-Native
HTML	SolidWorks

Education

University of Toronto BSc

Computer Science Specialist
September 2015 – April 2019
(expected)

Achievements

UofTHacks III

Event Organizer

Cisco DevNet Hackathon

3rd Place

OTSC Provincial CAD Skills

3rd Place

TDSB CAD Skills

1st Place

Ryerson Sportshack

3rd Place

DECA Regional Exam

Top 10

DECA Oral Presentation

Top 10

TDSB EdAppHack

2nd Place

Certifications

Network Fundamentals

Cisco Network Academy

HiFive Training

City of Toronto

Relevant Experience

Software Engineering Intern - Uber

May 2017 - August 2017 | San Francisco, CA

- Built an integration using Facebook Graph API and UBER [Trip Experiences](#) to match a trip destination with users' Facebook Events (written in **Go**)
- Improved debugging experience for 3rd party developers by developing a debugging console in **React** and **Go**
- Used **Elasticsearch** and dynamic templates to store error logs produced across many services ingested from **Kafka**

Javascript Instructor - Hatch Canada

Jan 2017 - May 2017 | Toronto, ON

- Educated children (ages 7yrs - 17yrs) on basic **Javascript** fundamentals and **Processing.js** in an after-school program

Front-End Developer - OpenSports

June 2015 - August 2016 | Toronto, ON

- Added client-facing features such as a 5 star rating system between users throughout the app using **React-Native**
- Lead developer on a **native Android** app which I brought to completion
- Used **Express.js** and **Node.js** to create client-facing web pages that displayed app content to improve sharing events across platforms.
- Improved social media outreach by developing a twitter bot that found and followed potential users

Mechanical Design Lead - Woburn Robotics

2011 - 2015 | Toronto, ON

- Created a robot with a team of 30 to compete in the annual FIRST Robotics Competition
- Participated in 4 regional competitions, earning 2nd place in 3 of them
- Used **Solidworks** and **Autodesk Inventor** extensively to model prototypes and designs

Projects

www.vanshil.com/projects

PhysicsWorld

[/physicsworld](#)

A 2D physics simulation app that for android devices. The app featured a built-from-scratch physics engine capable of handling projectile motion and simple collisions.

ImAgenda

[/imagenda](#)

An app that uses OCR and Computer Vision to let you take a picture of a printed schedule and convert it into events that you can save in your phone's calendar.

Nutty Ninjas

[/nutty_ninjas](#)

A game about battling ninjas built with **Java** and **Jframe**. The built-in AI uses a machine learning algorithm capable of learning and executing complex time-sensitive strategies. More info on how I built it can be found on my site.