Vanshil Shah

Contact

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github.com/vanshilshah

Skills

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

Education

University of Toronto BSc

Computer Science Specialist
September 2015 – April 2019
(expected)

Achievements

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

CPR-B Emergency First Aid
Red Cross

Network Fundamentals
Cisco Network Academy

HiFive Training
City of Toronto

Relevant Experience

Javascript Coach - Hatch Canada

Jan 2016 - Present

- Educated children (ages 7yrs - 17yrs) with basic Javascript Fundamentals and Processing.js
- Helped students debug code and build a strong foundation in Javascript syntax

Front-End Developer - OpenSports

June 2015 - August 2016

- Added client-facing features such as inter-user feedback throughout the app using React-Native javascript framework
- Lead developer on a native Android app that I completed for a client.
- Used Express.js and Node.js to create client-facing webpages that displayed app content to improve sharing events to non-app users.
- Improved social media outreach by developing a twitter bot that found and followed potential users

Mechanical Design Lead - Woburn Robotics

2011 - 2015

- Created a robot with a team of 30 to compete in the annual FIRST Robotics Competition
- Mechanical Design Head of the High School Robotics team
- Participated in 4 regional competitions, earning 2nd place in 3 of them
- Gained proficient experience in CAD programs such as Solidworks and Autodesk Inventor

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.