Vanshil Shah

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University of Toronto BSc
Computer Science Specialist Class of 2019

Google | Software Engineer
Aug 2019 - Present | Mountain View, CA

- Engineered features for **RCS** Provisioning in **Android Messages** app, using **Java**
- Improved telemetry for HTTP requests, enabled debugging with 3rd party backends
- Triaged and solved incoming bugs across numerous carrier and device configurations

Facebook | Software Engineering Intern
Summer 2018 | Menlo Park, CA

- Developed new features for **Messenger** android app using **Litho** and **GraphQL**
- Used experimentation frameworks to A/B test features around the world
- Implemented search functionality across new experimental feature
- Improved client caching strategy, lowered network usage and improved data freshness

Uber | Software Engineering Intern
Summer 2017 | San Francisco, CA

- Built an integration between Facebook Graph API and Uber Trip Experiences
- Developed a console for 3rd party developers to see failed webhook deliveries
- Ingested error logs from distributed services using **Kafka**, stored logs in **Elasticsearch** database

Hatch Canada | Javascript Instructor
Jan 2017 - May 2017 | Toronto, ON

- Educated students on **Javascript** fundamentals and **Processing.js** in an after-school program

OpenSports | Front-End Developer
Jun 2015 - Aug 2016 | Toronto, ON

- Used **React-Native** to build 5-star rating system between app users
- Lead developer on a team of 4, developed an **Android** app for the City of Newmarket
- Used **Express.js** and **Node.js** to create client-facing web pages.
- Developed a twitter bot that used **NLP** to find and follow potential users, improved social outreach

Woburn Robotics | Mentor
Jan 2016 - Jan 2019 | Toronto, ON

- Mentored a team of 30 students to compete in the FIRST Robotics Competition

Android	C++	CSS	Elasticsearch	Express.js	Firebase	Git
Go	HTML	Java	Javascript	Litho	NodeJS	OpenCV
SQL	Python	React	React-Native	SolidWorks	XML	Yaml

Blog

Nobody's reading your resume, here's why • How to ace an internship • Coding Interviews Unravelled • 3 ways to stand out at a career fair • How I landed jobs at Google, Facebook and Uber

Physics World

Android app for simulating 2D-physics. Built a **2D physics engine** from scratch, capable of handling projectile motion and simple collisions.

Imagenda

Android app that uses **OpenCV** and **OCR** that converts a picture of a printed schedule into event you can save in your phone's calendar. Useful for printed schedules at hackathons or conferences.

Nutty Ninjas

Java game about battling Ninjas. Game AI uses machine learning to learn and execute complex time-sensitive strategies. Implementation details on vanshil.com