# Vanshil Shah

#### Contact

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## **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

3<sup>rd</sup> Place

**OTSC Provincial CAD Skills** 

3<sup>rd</sup> Place

**TDSB CAD Skills** 

1<sup>st</sup> Place

**Ryerson Sportshack** 

3<sup>rd</sup> Place

**DECA Regional Exam** 

Top 10

**DECA Oral Presentation** 

Top 10

TDSB EdAppHack

2<sup>nd</sup> Place

## Certifications

**CPR-B Emergency First Aid** 

**Red Cross** 

**Network Fundamentals** 

Cisco Network Academy

**HiFive Training** 

City of Toronto

## Relevant Experience

#### 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

#### **Event Volunteer - Professional Engineers of Ontario**

2011 - present

- Interacted with and mentored student participants as they designed and built bridges
- Wrote content for event magazine including a detailed essay on the fundamentals of bridge design

## **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.