

Anuj Shah

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COMPUTER SKILLS

- Programming Languages: Golang, Python, Java, C++, C#, C, Bash, SQL, R, JavaScript, HTML, CSS, PHP, Ruby, Perl
- Technologies: Git, AWS (S3, Athena, DynamoDB, Kinesis, Lambda, CloudWatch, SQS, IAM), Terraform, Kubernetes, Helm, Buildkite, Docker, Kafka, Redis, Elasticsearch, Splunk, Prometheus, Grafana, Sensus, Postman, MongoDB, MySQL, SQLite, Heroku, Excel, Jira

WORK EXPERIENCE

Twilio SendGrid

Software Engineer II (Irvine, CA)

October 2019 – Present

- Directed the planning, development, automation, and execution of the engagement stats project to replace legacy code with a service that calculates unique opens and clicks, which customers depend on to determine the success of their email campaigns.
- Enhanced the quality standards of existing services for my team by establishing and implementing service-level objectives.
- Upgraded the event webhook service by implementing brand new security features, powered by ECDSA encryption and OAuth 2.0, which helps improve our trust with large enterprises by allowing them to validate the authenticity of the webhook data we post.

Software Engineer (Irvine, CA)

October 2018 – October 2019

- Migrated legacy services, including Event Webhook and Email Activity, to the cloud by creating modern, pull-based systems that aggregate email data and calculate stats for customers like Spotify and Yelp to help SendGrid move out of its on-prem data centers.
- Accelerated the development, testing, and success of a high-priority project called Expert Insights by prototyping and building a minimum viable product for an autonomous, revenue-generating service that provides customers, including the Cleveland Cavaliers, personalized, digestible, insightful visuals, charts, and graphs about their email deliverability, performance, and engagement.

Grad to Gridder Bootcamp Associate – Software Engineering (Denver, CO)

June 2018 – September 2018

- Presented viable revenue opportunities to SendGrid's executive leadership team by calculating return on investment, querying the company's internal databases, and interviewing various stakeholders across Support, Sales, Marketing, Product, and Engineering.

Symantec

Software Engineer Intern – Shared Services and Automation (Culver City, CA)

June 2017 – August 2017

- Deployed scalable automation tools so that Symantec can quickly release high-quality cybersecurity products to its customers.
- Created a unit-tested, multi-platform, robust testing tool that can be used to generate build files needed for automation.
- Employed agile techniques, such as sprint planning, grooming, and retrospectives, to optimize task prioritization and productivity.

iD Tech Programming Academy

Python, Java, C++, and Android App Development Instructor (New York, NY)

June 2016 – August 2016

- Hosted mini-hackathons and designed teaching materials at New York University to help 30+ high school students prepare for collegiate programming competitions and understand fundamental concepts in core object-oriented programming languages.
- Encouraged and orchestrated classes of 8 students to develop their own mobile smartphone applications through Android Studio.

JoyRun

Brand Champion (Irvine, CA)

February 2016 – June 2016

- Implemented engaging promotional campaigns to persuade hungry college students at UC Irvine to download *JoyRun*, a mobile application that provides a cheap food-delivery service to the active, friendly, and diverse community on campus.
- Maintained retention of JoyRun's users and influenced marketing strategy by using my leadership and entrepreneurial skills.

IAC: Ask Applications (Mindspark Interactive Network)

JavaScript Engineer Intern (Yonkers, NY)

June 2015 – August 2015

- Researched, developed, and tested a Google Chrome extension for users to quickly check the live scores, rosters, and standings of their favorite professional teams and sports, including the latest content from the NBA, NFL, MLB, and NHL.
- Revamped Google's new tab page by creating an extension that shows a scrolling stock ticker for monitoring company performance.
- Invented a feature to improve IAC's existing toolbars that notifies the user to activate their bookmarks bar on Google Chrome.

WayUp

Campus Representative (Irvine, CA)

February 2015 – May 2015

- Persuaded and referred over 150 college students at UC Irvine to sign up and find part-time jobs on WayUp’s job search platform by promoting their website via social media marketing (Facebook, LinkedIn, Reddit) and word-of-mouth (friends, colleagues, family).
- Advertised and recommended summer internships on WayUp by speaking to computer science students at meetings and lectures.

Seema Convenience Store

- Intern and Cashier (White Plains, NY)*

July 2013 – August 2013
- Designed posters, signs, and advertisements about special promotions in order to attract new customers and prospects to the store.
 - Communicated and personally interacted with customers by answering questions about store merchandise and policies.
 - Responded to situations involving unsatisfied customers with charisma and calmly resolved issues by maintaining positive relations.
 - Maintained inventory and stocked shelves in order to increase operational efficiency and boost daily sales.

Town of Greenburgh, NY

- Intern under Town Supervisor Paul Feiner and Town Clerk Judith Beville (Greenburgh, NY)*

June – August 2011 & 2012
- Sorted hundreds of unpaid traffic tickets and parking violations (dating back to 1990) in order to help the town generate thousands of dollars in revenue that was intended to be used on improving the conditions in the local neighborhood.
 - Co-hosted Paul Feiner’s radio program on WVOX AM and interviewed local authors and celebrities in the Greenburgh community.
 - Communicated with local realtors on the phone to build and develop trust and a close-knit network of contacts.
 - Created a news segment on the local nature center to promote and spread awareness about animal preservation and wildlife.

EDUCATION

- University of California, Irvine, Irvine, CA**

June 2018
- B.S. in Computer Science, Specialization in Information; B.A. in Business Administration, Emphasis in Information Systems
GPA: 3.787; Cum Laude; Dean’s Honor List: September 2014 – June 2018
- Edgemont Jr. / Sr. High School, Scarsdale, NY**

June 2014
- GPA: 5.05 [Scale 5.0 Weighted]

LEADERSHIP AND CAMPUS INVOLVEMENTS

Hack at UCI

- Director of Corporate Outreach (Irvine, CA)*

June 2015 – June 2018
- Raised over \$25,000 in sponsorship money from companies, including Microsoft, Cylance, Pariveda Solutions, Restoration Media, Kareo, and SendGrid, via cold calls and captivating emails for UC Irvine’s annual student-run hackathon, HackUCI.
 - Led a team of 20+ organizers, scheduled weekly strategy meetings, and managed communication between HackUCI and top sponsors to bolster long-term relations and spread hacker culture throughout Orange County and the rest of Southern California.
 - Renovated the club’s website to inform dedicated members and interested parties about our latest workshops and hands-on events.

- Corporate Outreach Organizer (Irvine, CA)*

September 2014 – May 2015
- Researched tech companies, drafted professional emails, and implemented sales techniques to increase sponsorship money.

Management Information Student Society

- Vice President of Finance (Irvine, CA)*

April 2017 – March 2018
- Recorded, maintained, and updated balance sheets and other reports of financial transaction pertaining to the organization.
 - Organized, budgeted, and hosted fundraisers and banquets on campus to increase the club’s annual revenue by over 50 percent.

- Mentor (Irvine, CA)*

September 2015 – March 2016, September 2016 – March 2017
- Advised 2 students with interests in business and technology by helping them select classes, learn computer programming, revise their resumes, and practice for professional interviews in order to land internships and other career development opportunities.

ICS Lab Tutors

- Python Lab Tutor (Irvine, CA)*

Spring 2015, Fall 2015
- Created review and exam-preparation materials, offered one-to-one tutorial sessions, and assisted 20+ students in introductory programming courses by answering questions related to lab assignments and helping students debug their code in Python.

Video Game Development Club

- Programmer and Sound Engineer (Irvine, CA)*

October 2014 – June 2015
- Collaborated with a team of 10+ students and voice acted to create a multiplayer computer game with controller support called *Space Gods*, using a variety of game-building software, including Git, Unity, and Visual Studio.

PROJECTS

Android Application Development

Mobile Developer (Scarsdale, NY)

October 2013

- Launched *E-News*, an Android application with over 3,000 downloads on the Google Play Store, so that users can easily access popular news websites, such as CNN, USA Today, and The New York Times.
- Marketed my indie-rock band, *The Simple Approach*, by building an Android application where users can listen to our 11 original songs on SoundCloud, watch our live recordings on YouTube, and learn more about each band member.

AWARDS

First Place in the Butterworth Product Development Competition [\$7,500]

May 2016

- Proposed the business case and developed an application called *Sonder VR* that provides virtual reality therapy experiences for people with Autism Spectrum Disorder so that they can learn and practice their social skills in their free time at home.

ACCOMPLISHMENTS

Academic Excellence Award

June 2013

Featured in Hudson Valley's regional newspaper, *The Journal News*.

August 2012
