

Deep Shah

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Educational Background:

Year	Degree/Board	Institute	Score
2014	B.Tech	V.J.T.I., Mumbai	7.2
2010	HSC (Class 12)	Guru Nanak Khalsa College, Mumbai	74.66%
2008	ICSE (Class 10)	Bombay Scottish School, Mumbai	90.14%

Achievements:

- **'Automatic Text Summarization of Wikipedia Articles'** – Paper presented at the International Conference on Communication, Information and Computing Technology (ICCICT-2015) and published to the IEEE Xplore
- Stood 6th in the country in an Android app development competition organized by Aakash Labs in the year 2013
- Stood 4th in the Credit Suisse Coding Challenge in the year 2012-13
- Stood 9th in the country and also won the award for the 'Best Economical Robot' at Robocon 2011
- Secured 185/200 in MHT-CET, a state-level engineering entrance examination held in the year 2010
- National Cyber Olympiad: Obtained a percentile score of 99.53 in class 8, and a percentile score of 97.16 in class 10

Work Experience:

- **BA Continuum India Pvt. Ltd.,** (Bank of America) *[Sr Tech Associate - July 2014-Present]:*
 - Responsible for designing and creating data views and services using data virtualization
 - Underwent training in .NET and C#
- **Grubble Inc.,** a Silicon Valley based start-up in stealth-mode *[April 2013]:*
 - Created the front-end for their social networking website using Twitter-Bootstrap and Masonry libraries
 - Single-handedly owned the development of their Android app

Projects:

- **Automatic Text Summarization of Wikipedia Articles** *[Natural Language Processing]:*
 - Developed a system to automatically summarize text written in natural language, as part of project dissertation
 - Analysed different text features used for sentence selection including innovative ones like synonym matching and citations present in Wikipedia articles
 - Extensively used Python libraries for carrying out various NLP tasks (NLTK), fetching and cleaning the raw data (BeautifulSoup), and neural networks (ffnet)
- **J.P. Morgan Code for Good Challenge – India:**
 - Developed a real-time attendance marking application for a NGO, 'Teach for India'
 - The solution provided a way for teachers to mark the attendance using an Android app or an SMS for non-smart phone users to send attendance data to the servers immediately, to be viewed by the managers
 - Experienced working in a team, and developing a scalable back-end using AWS in a short period of time
- **Aakash Software Development Competition - GRE Syns** *[Java/Android]:*
 - Created an Android app that groups GRE vocabulary words based on synonyms which helps students learn the GRE word list better
 - Used the WordNet dictionary for creating the database and worked on the overall design and development of the app

- **IBM's The Great Mind Challenge 2012 competition - E-Mandi [JSP]:**
 - Developed a website for the online shopping of groceries, primarily in JSP
 - Created the documentation including UML design and designed and developed different modules of the website
 - Ranked in the top 500 out of more than 100,000 participants
- **Credit Suisse Coding Challenge 2012-13 - Student Dashboard Project [PHP]:**
 - Created a website to facilitate online interaction amongst students and teachers
 - Included many functionalities like storing of documents, uploading and submitting of assignments, forums and blogs along with access control/privacy settings
- **Technovanza, VJTI's annual techno-management festival:**
 - **Android App**
 - Developed an Android app to announce updates about the festival and registration to various events
 - Was heavily involved in the design of the backend system
 - **Online Crypt Hunt**
 - Designed and developed the entire website for Myst, an online crypt hunt
- **OCR (Optical Character Recognition) [PIL/Python]:**
 - Created a text and handwriting recognition tool from scratch to convert images to text using Python
 - Used PIL- Python Imaging Library to work on images
 - Exhibited the project at Technovanza 2012 to an audience of more than 20,000
- **Feed The Snake [Java]:**
 - Developed a 2-player Java (applet) based game based on the popular mobile game- Snake
- **ABU Robocon 2011 [Embedded C/Robotics]:**
 - Constructed and programmed robots to carry out given tasks as per the given problem statement

Technical Skills:

- System Languages: Java, Python, C, C++, C#
- Web Technologies: HTML, PHP, CSS, JavaScript, JSP
- Mobile Platforms: Android
- Databases: MySQL, IBM DB2
- IDEs: Eclipse, Visual Studio
- Embedded Systems: WinAVR Programming (Atmel chips)

Leadership, Management and Extra-Curricular:

- **Technovanza, VJTI's annual tech-fest:**
 - Sponsorship Co-ordinator for Technovanza 2013
 - Lead a 12 member team managing sectors like telecom, automobiles, power and machinery
 - Raised a total sponsorship of INR 3 million over a period of 6 months
 - Sponsorship Manager for Technovanza 2012
 - Worked in the IT sector of sponsorship interacted with more than 100 companies including large corporates, hardware manufacturers and consultancy companies
 - Department Head for Technovanza 2012
 - Lead the Information Technology Department and oversaw the students' participation in the festival activities
- **Society of Robotics and Automation, VJTI:**
 - Events Co-ordinator for 2012-2013
 - Website Manager for the years 2011-2012
 - Organised a workshop on basic autonomous robotics- Wall E, in October 2011
- **Pycon 2011:**
 - Attended a three-day national conference for Python developers