

DEEP SHAH

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EDUCATION

Western University

September 2021 – April 2025

Bachelor of Science - **Computer Science** | CGPA: **3.5/4.0** | Dean's List 2022-2023

London, Ontario, Canada

- **Relevant Courses:** Data Structures and Algorithms, Discrete Structures for Computing, Introduction to Computer Organization and Architecture, Introduction to Software Engineering, Operating Systems, Computer Networks I, Artificial Intelligence I, Object-Oriented Design and Analysis, Databases I, Computer Graphics I
- **Certifications:** Relational Database and SQL Essentials (Amigoscode), React - The Complete Guide (Udemy), Master the Coding Interview: Data Structures + Algorithms (Udemy)

EXPERIENCE

Vidyard

September 2023 – December 2023

Software Developer Intern

Kitchener, Ontario, Canada

- Incoming Software Developer Intern on the Journey team, working primarily with **Ruby on Rails**, **Vue.js**, **GraphQL**, **MySQL**, **Druid**, and **Datadog**
- Creating a new Workspaces homepage for the website, where users can work more closely together with their colleagues, comparing video statistics, trends, and top performing employees of an organization
- Working on a large permissions refactor for the application, leading to further improvements within Workspaces

IPEX

May 2023 – August 2023

Software Engineer Intern

Oakville, Ontario, Canada

- Developed a Windows service with **C#** and **.NET** to autonomously monitor product images on the Spectrum server, resulting in a **90%** reduction in manual intervention required for managing file transfers and migrations to Loftware
- Produced an inventory adjustment system using **C#**, **.NET**, and **SQL**, saving **20 hours/month** by replacing the reliance on the external application, InfloFlo, and streamlining inventory management processes
- Originated the **Next.js** and **Azure AI** creation of a **GPT**-powered chatbot system to assist **750+** factory workers when operating machines, enabling the production of an additional **50 piping products/day**

Project: Human City

January 2023 – April 2023

Software Engineer Intern

Toronto, Ontario, Canada

- Built a mobile application with **React Native** and **Unity (C#)** that incorporates physical and digital space through an **AR** lens feature, permitting users to design community projects with ease
- Used **three.js** with the **YOLO** and **CNN** models for a **44%** increased accuracy when detecting objects and gestures
- Reduced server costs by **80%** through restructuring to use serverless functions with **MongoDB**, harnessing its document-based model and distributed data management capabilities to optimize data interactions and storage
- Engineered **CI/CD** pipelines to automatically deploy **Git** branches, slashing deployment time in half and upholding steadfast reliability, while enabling swift and seamless feature rollouts

Western Developers Society

October 2022 – March 2023

Software Developer

London, Ontario, Canada

- Introduced a software development competition called Western Developers League involving **300+** students
- Refactored **React** codebase through code splitting and memoization, ensuing in a **200ms** reduction in website rendering time, delivering a highly responsive UI
- Implemented discord bots with **Python** to facilitate real-time interactions and improve user engagement, increasing message processing speed by **95%**

PROJECTS

Navigator

- Applied **Agile** methodologies to develop a **Java** application with the **Swing** GUI, leveraging the maps available by Western University to allow users to search and explore its interior spaces faster
- Utilized **JSON** to store map metadata locally, expediting seamless data exchange between heterogeneous systems and boosting interoperability
- Wrote **75+** extensive unit/integration tests with **JUnit**, reaching **100%** test coverage

SKILLS

Languages: C, C#, CSS, HTML, Java, JavaScript, Python, SQL

Frameworks/Libraries: .NET, JUnit, MongoDB, React

Development Tools: Bitbucket, Confluence, Eclipse, Git, GitHub, Jira, PyCharm, ServiceNow, Unix, Visual Studio