DEEP SHAH

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EDUCATION

Western University   **Sep 2021 – Apr 2025**
*Bachelor of Science - **Computer Science** | Dean's List 2022-2023*   *London, ON, Canada*
- **Relevant Courses:** Data Structures and Algorithms, Discrete Structures for Computing, Introduction to Computer Organization and Architecture, Introduction to Software Engineering, Operating Systems, Object-Oriented Design and Analysis, Databases I, Project Management for the Sciences
- **Certifications:** Relational Database and SQL Essentials (Amigoscode)

EXPERIENCE

Vidyard   **Sep 2023 – Dec 2023**
Software Developer Intern   *Kitchener, ON, Canada*
- Revamped AI-generated video tool frontend with **Vue.js** and **React**, elevating user retention by **20%** and cutting monthly frontend support tickets by **30**
- Improved test coverage by **60%** on critical user-facing features through effective backend integration testing using **Jest**
- Revitalized the codebase through strategic refactoring, improving code readability and eliminating redundancies, resulting in a more streamlined development process and saving **15 hours/week** in code maintenance and troubleshooting efforts

IPEX   **May 2023 – Aug 2023**
Software Engineer Intern   *Oakville, ON, Canada*
- Developed a Windows service in **C#** using **.NET** to autonomously monitor product images on the Spectrum server, reducing downtime from **14%** to **2%** when 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   **Jan 2023 – Apr 2023**
Software Engineer Intern   *Toronto, ON, 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   **Oct 2022 – Mar 2023**
Software Developer   *London, ON, 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++, C#, CSS, HTML, Java, JavaScript, Python, SQL
Frameworks/Libraries: .NET, Jest, JUnit, React, Vue.js
Development Tools: Bitbucket, Confluence, Eclipse, Git, GitHub, Jira, MongoDB, Unix, Visual Studio