HARSHIL SHAH

COMPUTER ENGINEERING



h66shah@uwaterloo.ca

LANGUAGES & TECHNOLOGIES

- Languages: Java, Python, JavaScript, HTML, CSS, C++, SQL, Lua
- Frameworks/Libraries: React.js, React Native, Node.js
- Other/Tools: JIRA, MS SQL Server, SQLite, Java Swing, Postman, Arduino
- · Certifications: Python for Data Science, SQL Programming, OOP Principles in Java, Learning React.js

WORK EXPERIENCE

Front-End Mobile Application Developer (Project Lead)

S M Software Solutions | May 2021 - Aug 2021

- Developed a **cross-platform** mobile application using **React Native** for the front-end user interface to expand company's outreach to different platforms
- Used JIRA and followed the agile methodology for the optimization of task management to efficiently complete them
- Utilized MS SQL Server as a database while using SQL to create queries and track user input such as their login information
- Mentored new team members about the frameworks and libraries which were implemented to increase team productivity
- Extracted data in JSON format from company's dynamic REST APIs to increase versatility of the application
- Created test data and performed front-end/unit testing to ensure robust functionality of the application

Programming Teacher

DataWiz Academy of Data Science | Aug 2021 - Present

- Taught the fundamentals of programming to enhance students' technical knowledge in Lua through Roblox Studio
- Prepared and assigned various projects to the students to evaluate their progress, and stimulate their interest in coding

Sports Instructor

City of Toronto | Jul 2017 - Dec 2019

- Coached youth on the basics of basketball and soccer to enhance their technical skills in these sports
- Led numerous drills to ensure that they were able to successfully play a competitive game with the skills taught
- Received certification in CPR-C and First Aid to assist children in distress and provide appropriate care to any injury
- Received training in High Five Principles of Healthy Child Development to understand the development and growth of children

PROJECTS

Self-Solving Sudoku

www.github.com/harshils1/Sudoku

- Utilized Object Oriented Programming in Java to create a Sudoku puzzle with a Graphical User Interface from the Java Swing Widget Toolkit
- Implemented back-end algorithm logic which enables self-solving capabilities for any given solvable puzzle to provide better functionality and increase versatility

Personal Website

www.github.com/harshils1/harshils1.github.io

• Created a website to display accomplishments and ability to develop a web application using HTML, CSS, and JavaScript

Internet of Things Weather Station

www.github.com/harshils1/IoT-Weather-Station

- Created an **internet-connected weather station** using the **Arduino UNO R3 board**, implementing **C++** as the programming language for the Arduino IDE
- Utilized temperature, light, humidity, and atmospheric sensors to collect data, which was then displayed to a data logging website using the ESP-01 Wi-Fi Module

EDUCATION

University of Waterloo

Candidate for BASc in Computer Engineering | Sep 2021 - May 2026 (Expected)

• Awarded Foresters Competitive Scholarship