Jeet Shah

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https://github.com/jeetsj | https://jeetsj.github.io/Portfolio/ | LinkedIn

OBJECTIVE: A quick learner and excellent team player seeking software engineering opportunities.

SUMMARY

- 4 years of experience in Software Development.
- Proficient in developing, building, and operating stateful applications.
- Skilled in developing **cross browser** compatible **responsive** web pages using **HTML5, CSS3, React, jQuery and Bootstrap.**
- Experienced in working with distributed systems, object-oriented design, data structure, algorithms, and relational databases.
- Robust knowledge of **MVC** architecture and **RESTful** Services.
- Experienced in Agile/Scrum environment.

EDUCATION

The George Washington University, Washington DC   **August 2019 – May 2021**
GPA: (3.8/4.0)
Master of Science in Computer Science
Courses: Machine Learning, Design and Analysis of Algorithms, Advance Software Paradigm

LDRP-ITR, India   **July 2014 – April 2018**
Bachelor of Engineering in Computer Engineering
Courses: Distributed Systems, Software Engineering, Web Technology

TECHNICAL SKILLS

Languages:	Python, Java, R, Bash
Frameworks/Libraries:	Django, Flask, React, Redux, Express.js, Spring boot, Pandas, NumPy, AngularJS
Web Technologies:	Webpack, NPM, HTML5, CSS3, JavaScript, Ajax, jQuery, JSON, Rest APIs, Bootstrap, Node.js
Tools and OS:	Git, Jira, Jenkins, Linux, Docker, Virtual Box, PuTTY, SQLAlchemy
Cloud Services:	AWS, Firebase
Databases:	MongoDB, SQLite, MySQL, PostgreSQL, DynamoDB
Certifications:	AWS Cloud Practitioner, Modern React with Redux

EXPERIENCE

The George Washington University
Role: Graduate Teaching Assistant   **September 2020 – Present**

- Implemented auto grader scripts in Python for programming assignments to verify all the testcases in less time and more efficiently.
- Contributed to the development of appropriate teaching materials to ensure content and methods of delivery meet learning objectives.

- Assisted and mentored around 70 students in working on Full-Stack to implement a web page.

Justcode Software Development
Role: Software Engineer   **July 2017 – July 2019**

- Gathered project requirements by regular communication with product owners and team members, and accordingly researched suitable tools and frameworks.
- Responsible for the full product lifecycle(SDLC), including design, implementation, deployment, and maintenance.
- Collaborated for code reviewing with peers and managers to write modular, secure, and well-tested code, and to ensure each increment adheres to original vision.
- Worked with Docker and AWS to implement CI/CD.
- Developed RESTful web services with Python and Java.
- Created efficient and responsive web pages using HTML, CSS, JavaScript, jQuery, and Bootstrap.
- Built optimized and secure web pages using Python, JavaScript, and Java.

PROJECTS

Smart Parking System: (HTML, CSS, JavaScript, Firebase, Java, XML)
- Developed an Android application on client side to find vacant parking slot at registered places. Deployed a website to administer system.

Tic-Tac-Toe Game: (Python, Postman)
- Implemented Minimax algorithm and Reinforcement Learning to play game with n*n grid size. To overcome runtime issue, implemented caching, alpha-beta pruning and depth condition to stop further evaluating the tree.

Student Mart: (SQLite, Java, XML)
- Built an application to help students to buy or sell books, furniture, and clothes, and to search for accommodation.

Viterbi Algorithm: (Python)
- Implemented a dynamic programming algorithm which best explains given sequence of rolls of set of dice and probability of that sequence.