

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

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, Bash

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 using Python and Bash commands for programming assignments to verify all the testcases in less time and more efficiently.
- Mentored around 70 students in implementing a Full Stack web application using Flask and MySQL database.

- Helped students in improving their understanding of algorithms by assessing assignments and creating quizzes.

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 life cycle (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: (Flask, MySQL, Flask-Bootstrap, HTML, CSS)

- Developed a web application to reserve a vacant parking slot at registered places and to administer entire system. This product saved time taken for finding a parking spot by around 70%.

Tic-Tac-Toe Game: (Python, Postman)

- Implemented Minimax algorithm and Reinforcement Learning to play game with $n \times n$ grid size. To overcome runtime issue, implemented caching, alpha-beta pruning, and depth condition to stop further evaluating the tree. This approach reduced time complexity by more than 95%.

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.