

Karishma Shah

Computer Engineer

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Toronto, ON

Education

University of Toronto

Graduating May 2024

Bachelor of Applied Science, Computer Engineering Co-op, GPA: 3.5/4

Work Experience

The Posity Company, Co-Founder

May 2020 - Current

- Developing an **iOS application** that filters news through top 10 conventional news channels and display only the positive ones in order to improve mental health

CIBC, Summer Intern | Associate Processor, Operations Management

May - Aug 2020

- Processed pre-advance and servicing related mortgage transactions and reviewing letters of directions from lawyers and other financial institutions using software such as COINS, Excalibur, GOW and ECIF systems
- Identified and recommended changes to existing processes to save an average employee **30%** of their time per day

eyesUp, Co-Founder

Nov 2018 – April 2019

- Managed a team of 29 employees to create a facial tracking device that helps combat distracted driving using the Viola-Jones Algorithm, raspberry pi zero, in **Python**
- Most Innovative Company of the Year Award Winner** – competing with Global JA companies, **President of the Year Award Winner** – Provincial
- Achieved entry into market, with several eager investors including the former **CEO of TMX Global Solutions**

Team Lead, Engineering Strategies and Practices Team at University of Toronto

Jan - May 2020

- Researched, designed, managed, and proposed a flood mitigation system to combat Toronto Island Floods proven to improve transportation within the Island by **35%**
- Researched, designed, managed, and proposed a lifting mechanism to reduce the difficulties that elderly and people with mobility issues face while using VIA rail and pitched it to the CEO of Left Turn Right Turn Ltd., using **SolidWorks** and **Computer Renderings**

Projects

Flatten the Negativity (FTN); flattenthenegativity.ca/

- Designed a website to spark happiness in people during COVID-19 to combat mental health issues, by posting good news stories. Currently working on an app, sponsored by U of T.

Reversi Computer Algorithm

- Created an algorithm that strategically played the game Reversi in C by utilizing minimax algorithm and won 100% of times
- Defeated the 'smartest' algorithm programmed by upper year students which few people were able to do

Award-winning Marketing Campaign

- Created a campaign for a local daycare resulting in 10% increase in child enrollment, 5% increase in referral rate/quarter placed top 10 at ICDC in Florida, USA.

Skills

Python

C/C++

Java

HTML5

CSS

Git

XCode

SolidWorks

Awards

- U of T COVID-19 Student Engagement Award - \$3000 [2020]
- Dean Merit Scholarship [2020]
- President of the Year – Junior Achievement [2020]

Courses

Calculus III, Advanced Engineering Mathematics, Digital Systems, Programming Fundamentals, Circuit Analysis, Signals and Systems, Electric and Magnetic Fields, Computer Organization, Communication and Design