Karishma Shah

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Computer Engineer

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 - 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 - Current**

- Processed pre-advance and servicing related mortgage transactions and reviewing letters of directions from lawyers and other financial institutions using softwares such as COINS, Excalibur, GOW and ECIF systems
- Identified and recommended changes to existing processes and procedures to improve client satisfaction by **30%**

eyesUp, Co-Founder   **Dec 2018 - Sept 2020**

- Managed a team of 29 employees to create a facial tracking device that helped combat distracted driving using the Viola-Jones Algorithm using a raspberry pi, 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	**CSS**
C/C++	**Git**
Java	**XCode**
HTML5	**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 I and II, Computer Fundamentals, Electrical Fundamentals, Linear Algebra, Mechanics, Dynamics, Chemistry, Engineering Strategies and Practices