Krish Shah

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EDUCATION

University of Connecticut, Storrs, CT (Expected Graduation May 2026)

Bachelor of Science in Engineering, Computer Science and Engineering

- 4.0/4.0 GPA | Dean's List | University Honors Laureate Candidate
- *Activities*: America Reads Tutor, FROST Combat Robotics, Engineers Without Borders

Relevant coursework: Algorithms and Complexity, Cybersecurity Lab, Data Structures and Object-Oriented Design, Principles of Digital Logic Design, Statistical Methods, Systems Programming

PROJECTS

Artificial Intelligence Civil Law Project, *University of Connecticut,* Storrs, CT (April 2023 - Present)

- Active contributor to a research project led by Professor Derek Aguiar, leveraging Scikit-Learn Python package to predict motion-to-strike outcomes in civil tort and vehicular cases
- Using feature engineering to reduce the dimensionality of civil court data
- Collaboratively using Git and GitHub for effective teamwork

Distance Vector Routing, *Systems Programming Honors Project,* Storrs, CT (November 2023)

- Developed a network simulation employing the Bellman-Ford algorithm to emulate Distance Vector Routing Protocols, showcasing expertise in network modeling, dynamic routing, and multithreaded programming in C

Seam Carving, *Algorithms and Complexity,* Storrs, CT (September 2023)

- Utilized Python and dynamic programming to develop and implement an algorithm for intelligent image resizing to remove vertical seams of similar pixels, minimizing image artifacts

PostgreSQL Application Project, *OKC Thunder,* Oklahoma City, OK (Remote) (August 2023)

- Designed and created a PostgreSQL database to store sports statistics from multiple JSON files into normalized tables
- Used Python scripts via the Psycopg2 library to normalize and load the dataset into the database

Portfolio Website, *Personal Project,* Milford, CT (May 2023 - June 2023)

- Utilized React.js, HTML, CSS, JavaScript, and Node.js to build an interactive website to showcase professional accomplishments, projects, and skills

Blockchain Emulation, *Data Structures and Algorithms,* Storrs, CT (October 2022)

- Designed and implemented a blockchain in Python by creating a hashmap to protect and legitimize simulated transactions

WORK EXPERIENCE

Dunkin', *Crew Member,* Milford, CT (May 2023 - August 2023)

- Collaborated effectively with team members in a fast-paced environment to ensure smooth operations during peak hours, contributing to improved customer satisfaction and increased sales

SKILLS

- *Computer Languages*: Python, C, C++, Java, HTML, CSS, JavaScript, SQL
- *Computer Skills*: Microsoft Excel, Word, PowerPoint, and OneDrive, Linux, Windows, macOS