

# Kunal Shah

SOFTWARE ENGINEER & UI/UX DESIGNER

## ABOUT ME

- Experienced software developer with an expertise in cross-platform mobile and front-end web development
- Creative UI/UX designer specializing in minimalistic mobile and web design
- Executive start-up leader with a track record of taking innovative ideas and delivering funtion POCs with the intent of going public

## EDUCATION

### BS Computer Science

2015 - 2019 (expected)

#### University of Illinois at Urbana - Champaign

- CS 125 (Introduction to Computer Science)
- CS 173 (Discrete Structures)
- CS 225 (Data Structures)
- CS 233 (Computer Architecture)
- CS 241 (Systems Programming)
- CS 465 (UI Design)
- CS 491 (Introduction to Algorithmic Programming)
- CS 498 (Web Development)

## SKILLS

### Languages

- HTML5 / CSS3 / Python/ PHP/ Ruby on Rails
- Objective C / Swift / C / C++
- Java / Java (Android)
- SQL / PostgreSQL
- Git Source Control/ Drupal/ Stash

### Specialties

- Web Development
- Mobile Development
- UI/UX Design and Research
- Data Analytics

### IDEs

- Xcode (iOS and Mac)
- Android Studio
- Adobe Photoshop / Sketch
- SAS / Hadoop / Tableau

### Professional

- Business Development
- Public Speaking
- Management / Leadership
- Team Builder

## EXPERIENCE

Aug 17 - Summer 18

Software Development Intern | Capital One  
Champaign, IL

June 17 - Aug 17

Software Development Intern | Amazon - Audible.com  
Cambridge, MA

- Working on an undisclosed feature on the Audible Android application

Aug 16 - Present

Software Development Intern | Caterpillar  
Champaign, IL

- Working out of the Caterpillar Data Innovation Lab on the UIUC campus to create prototypes of potential products to be implemented in the Caterpillar customer environment
- Developing a range of cross-platform applications using a variety of different technologies such as Objective-C, Swift, Python, JavaScript, PHP, SQL and Git for source control
- Worked in the Scrum method of Agile Software Development with sprints ranging from 2 to 2.5 weeks

Dec 15 - July 16

iOS Development Intern | John Deere  
Champaign, IL

- Developing the MyScout mobile application that will allow users to take media notes of a specified piece of land after scouting it and will automatically sync with the MyScout desktop application using the AWS iOS API
- Using Objective-C, Cocoa Touch, Core Data, and iOS Design Patterns along with Git for source control
- Worked in the Kanban method of Agile Software Development

Aug 15 - May 16

Software Engineer (R & D) | UIUC Materials Sci.  
Champaign, IL

- Working as a web/mobile developer for Professor John Roger's two nanotechnology startups as part of the Roger's Research Group
- Working with a team of software developers to develop a desktop and mobile (both iOS and Android) application to help a NFC device function and gather data
- technologies used for this application include Android's native NfcV libraries as well as the standard ISO 15693 protocol which is used to communicate with these RFID cards
- Used Ruby on Rails and Postgresql to build a web app for Neurolux Inc. which includes an user authenticated forum allowing users to discuss issues with products that are bought from Neurolux Inc.
- Used Drupal and Stash for content management for the main Neurolux website