Benjimin Shah

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EDUCATION

B.S COMPUTER SCIENCE, DECEMBER 2018
- University of Engineering Excellence

M.S SOFTWARE ENGINEERING, DECEMBER 2023
- University of Engineering Excellence

B.S COMPUTER SCIENCE, JUNE 2017
- University of Engineering Excellence

TECHNICAL SKILLS

LANGUAGES/TOOLS/FRAMEWORKS/CONCEPTS
- Kotlin, Java, C#, SQL, Kafka, ITTTP protocols
- SpringBoot, Docker, Vela/Jenkins, Onion Architecture

PROFESSIONAL EXPERIENCE

SENIOR SOFTWARE ENGINEER | Company name | SEPT 2021- CURRENT
- Led the development of scalable web applications, optimizing system performance by 35% and ensuring high availability through efficient architecture design.
- Designed and implemented a microservices architecture, reducing system downtime by 50% and enabling seamless scalability for future growth.
- Mentored and coached a team of junior developers by conducting code reviews, training sessions, and implementing best coding practices, leading to improved team productivity.

SOFTWARE ENGINEER | Company name | SEPT 2019- SEP 2021
- Led the development of scalable web applications, optimizing system performance by 35% and ensuring high availability through efficient architecture design.
- Designed and implemented a microservices architecture, reducing system downtime by 50% and enabling seamless scalability for future growth.
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PERSONAL PROJECTS

EUREKA PORTFOLIO MANAGEMENT | FINTECH & WEB DEVELOPMENT
- Developed a web-based portfolio management system that helps users track, analyze, and optimize their investments in real-time.
- Implemented data visualization dashboards using D3.js and Chart.js, enabling users to monitor portfolio performance with interactive graphs.

VIRTUAL REALITY BALL-ROLLING MAZE GAME
- Designed and developed an immersive VR maze game, where players navigate a ball through challenging 3D environments using motion controls.