MALHAR SHAH

Second Year Computer Engineering Student
Expected Graduation: May 2022

malhar.shah@mail.utoronto.ca
+1 647-893-7552
linkedin.com/in/malharshah22
github.com/mshah0722

EDUCATION

University of Toronto *Sept 2018 – May 2022*
Bachelor of Applied Science, Computer Engineering
- Edward S. Roger Sr. Scholarship - $3000 | Engineering Faculty Scholarship - $2000
- Dean's Honors List – Fall 2018

SKILLS

Programming languages: C++, C, JavaScript, Python, HTML, CSS, XML, MATLAB, Verilog, Assembly
Tools/Technologies: Microsoft Office, Android Studio, NetBeans, Git, Firebase, Adobe Illustrator

EXPERIENCES

Husky Energy | Information Technology Intern *May 2019 – Aug 2019*
- Investigated and troubleshot over 300 software and hardware incidents experienced by company end-users through computers, mobile devices, desk phones and other electronics
- Provided technical assistance by performing installation, repair and preventative maintenance of desk-side software/hardware in Windows and Linux/Unix systems to over 350 supported users
- Imaging desktop computers, and laptops to the latest work environment and policies.

Stantec | Project Engineering Intern *Jan 2019 – April 2019*
- Designed and developed renewable energy generation solutions for rural Canadian residents living outside of the electrical grid within a team of four engineers
- Coordinated design selections, adjustments and reforms to meet client expectations
- Tested and measured the success & reliability of the selected Vertical Axis Wind Turbine design

SOFTWARE PROJECTS

Fraudulent Transaction Detection Tool | Python + HTML + CSS + Bootstrap *Jan 2020*
- Trained a Machine Learning model using the scikit-learn library to interpret a user's past banking history and detect potentially fraudulent transactions to prevent them from being authorized
- Stored transactions in a MongoDB database and collected new transactions to improve ML model
- Winner of Delta Hacks – Best Finance Hack

Personal Voice Chat-Bot Android Application | Java + JavaScript + XML *Nov 2019*
- Developed an automated verbal communication application that utilizes machine learning to communicate with users to help improve their mood and reduce their feeling of isolation
- Implemented user database via Firebase, language and communication with the chatbot via DialogFlow, and communication between different tools via Avaya's API

Hand Gesture Recognition Tool | Python + JavaScript *Sept 2019*
- Created and trained a Machine Learning model utilizing an algorithm from the ImageAI library to recognize user hand gestures and automatically submit survey responses
- Designed a website using HTML, CSS, and JavaScript to collect the responses on localhost
- Winner of Hack The North – SurveyMonkey's API Challenge

Mini Soccer Game on FPGA Board | Verilog HDL *Nov 2019*
- Programmed soccer game logic and game visuals on the FPGA board using Verilog to allow two players to simultaneously interact with game characters using a keyboard and monitor for display
- Utilized the DE1-SoC Development Kit and Intel Quartus Prime for game development