MALHAR SHAH

Second Year Computer Engineering Student
Expected Graduation: May 2022

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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*

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 | Engineering Project Member   *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
- Led front-end development using HTML, CSS, and JavaScript to collect the responses on localhost
- ***Winner of Hack The North – SurveyMonkey's API Challenge*** Ⓓ

Asteroid Shooting Game | C++ ○   *Nov 2019*
- Programmed game logic, the control of the spaceship, and the detection of new asteroids
- Utilized data structures to stores asteroid information and implemented algorithms to determine the closest asteroid and automatically target the asteroid based on its risk value to the spaceship

SKILLS

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