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

- Dean's Honors List – Fall 2018
- Edward S. Roger Sr. Scholarship - $3000 | Engineering Faculty Scholarship - $2000

SKILLS

Languages: C++, C, JavaScript, HTML, CSS
Tools: MATLAB, Verilog, Intel Quartus, ModelSim, Postman API
Technologies: Microsoft Office, Outlook, Adobe Illustrator, SketchUp, Spreadsheets

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 to over 350 supported users
- Reported major reoccurring problems to coordinate an effective method of resolution
- Implemented reform on technical support provided leading to an increase in user satisfaction

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
- Coordinated design selections, adjustments and reforms to meet client expectations
- Tested and measured the success & reliability of the selected Vertical Axis Wind Turbine design
- Prototyped the final design and presented to the client with my team of four engineers

Volunteer Engineering Experience Program | Project Management Team Sept 2018 – Apr 2019

- Collaborated with Non-Profit partner company: Brands for Canada to perform analytical research at their onsite storage facilities within a team of six engineers
- Redesigned the warehouse floor plans to reduce dead space and optimize efficiency & workflow
- Launched sustainable design outlines for the client using various layout planning software including MATLAB, SketchUp, PackManager and Spreadsheets

SOFTWARE PROJECTS

Hand Gesture Recognition | Python + JavaScript Sept 2019

- Created and trained a Machine Learning model utilizing an algorithm from ImageAI library to recognize user hand gestures and automatically submit survey responses
- Developed a website using HTML, CSS, and JavaScript to collect the responses on local host
- Winner of Hack The North – SurveyMonkey's API Challenge

Personal Music Library | C Program Mar 2019

- Program maintains a personal music library for user using linked lists and structures
- User can add, remove, edit songs within the library based on intuitive commands

Reversi Computer Game | C Program Mar 2019

- Program plays against a human player with specified algorithm for computer use
- Algorithm identifies and selects areas based on point values attained