

Neil Shah

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EDUCATION

Simon Fraser University

Burnaby, BC

Bachelor of Science (Co-op), Major in Computer Science, Minor in Statistics

Sep. 2017 – Dec. 2022

- Dean's Honour Roll for outstanding academic performance (Fall 2020)
- Coursework: Data Structures, Algorithms, Database Systems, Artificial Intelligence, Data Mining, Affective Computing, Intelligent Systems, Big Data, Statistical Computing & Data Analysis, Time Series Analysis, Statistical Learning and Prediction, Machine Learning, Deep Learning, Cybersecurity

EXPERIENCE

Robots with Social Intelligence and Empathy (ROSIE) Lab

May 2022 – Aug. 2022

Research Assistant Intern

Burnaby, BC

- Built a data annotation tool that improved the efficiency of processes by giving participants a set of tools that increase meaningfulness of answers by 80%
- Launched the data annotator on Amazon Mechanical Turk to outsource the annotation process for faster results
- Implemented a program to reduce and split video data files into smaller sizes to upload on AWS S3 server
- Developed machine learning algorithms that will detect human confusion and help robots understand human navigational intent

Simon Fraser University

Jan. 2021 – Apr. 2022

Teaching Assistant - User Interface Design & Statistics Workshop

Burnaby, BC

- Assisted in developing and implementing a User Interface Design curriculum that resulted in an average grade of B+ and a 95% student passing rate
- Guided students in solving statistical problems and explained concepts for four statistics courses
- Evaluated prototypes, graded exams, and provided feedback to about 500 university students per semester

Nextech AR Solutions

May 2021 – Dec. 2021

Data Scientist and Unity Developer

Remote - Toronto, ON

- Built an augmented reality application using the Unity game engine that allowed users to create, edit, and see human holograms
- Developed features of the beta version of the application such as hologram normalization and scaling, profile screen, and content feeds screen
- Launched a sandbox project to test new features and display feature performance to avoid bugs in the application
- Created material textures for view-in AR products using techniques such as image equalization to reduce the difference between AR and actual product
- Created design documents and integrated UI/UX principles to improve task success rate by 50%, task completion rate by 70%, and reduced error rates by 30%

PROJECTS

Toxic Emotion Detection | *Python*

Feb. 2022 – Apr. 2022

- Designed a multi-modal toxic content detection model using audio and textual data to achieve 93% success rate

Garbage Classification | *Python, R*

Nov. 2020 – Dec. 2020

- Won second place out of 10 teams in a Kaggle competition by working with four colleagues to classify garbage into six different categories

COVID-19 Time to Hospitalization | *Python, R*

Sep. 2020 – Oct. 2020

- Won third place out of 10 teams in a Kaggle competition by working with three colleagues to predict the time between symptoms onset and hospitalization for confirmed COVID-19 cases

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, SQL, JavaScript, HTML/CSS, R

Frameworks: React, Node.js

Developer Tools: Git, Figma, Google Cloud Platform, VS Code, Amazon Web Services, VS Code, IntelliJ, Jira, Unity

Libraries: Pandas, NumPy, Matplotlib, PyTorch, Tensorflow, Sci-kit Learn, Seaborn, Tinyverse, Dplyr, Shiny, Ggplot2