Pankeel Shah

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Education

University of Minnesota Twin Cities *Expected May 2021*
Bachelor of Science in Computer Science
GPA: 3.76
Relevant Coursework: Algorithms and Data Structures, Software Engineering, Internet Programming,
Operating Systems, Database Systems, Artificial Intelligence, Computer Vision, User Interface Design

Experience

University of Minnesota August 2019 - Present
Undergraduate Teaching Assistant *Minneapolis, MN*

· Serve as teaching assistant for Introduction to Computing and Programming Concepts
· Lead numerous weekly lab sections and office hours with students on a variety of topics

Target June 2020 - Present
Software Engineering Intern *Minneapolis, MN*

· Modernized store procedures for barcodes by developing Spring Boot and Kotlin microservices
· Deployed a Praxis UI allowing users to generate and scan random weight barcodes
· Engineered unit and integration tests using Spock and Groovy to verify application functionality

Medtronic May 2019 - August 2019
Software Engineering Intern *Mounds View, MN*

· Designed and managed human-readable acceptance tests using SpecFlow
· Developed automated tests to verify requirements for the CareLink Network using .NET and Selenium
· Raised issues and collaborated with developers to ensure that requirements are satisfied

Projects

FarmBaba
A convenient iOS/Android e-commerce app for farmers

· Worked as part of a three-person team to develop an app to help financially relieve farmers
· Developed a responsive, mobile friendly React Native front-end
· Implemented a back-end for this application using Firebase to store data

WE Charity - MN
Website for UMN student charity (wecharitymn.com)

· Developed a responsive, mobile friendly React front-end
· Deployed website with continuous Git integration using Heroku

Skills

Programming Languages: Python, Java, HTML, CSS, Javascript (ES6)
Libraries & Frameworks: Node.js, React, Flask, .NET, Spring Boot
Tools & Platforms: Git, TFS, Heroku, Netlify, Firebase