

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 non profit charity student club (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