

PARAM SHAH

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EDUCATION

University of California, Los Angeles
B.S. in Computer Science

GPA: 3.7 / 4.00

Class of 2022

AWARDS AND HONORS

Upsilon Pi Epsilon Member – CS

Honor Society at UCLA

Engineering Dean's List

Facebook Puzzle Hunt 2019 – 2nd place

IdeaHacks 2020 – Best Education Hack Prize

Google Tech Challenge 2019 – 7th place overall

SKILLS

Languages: Python, C++, C, Linux, Git, Shell, HTML, CSS,

Frameworks: React, React Native, Flask, Chart.js

Data Science: TensorFlow, Pandas, NumPy, Matplotlib, Scikit-learn

COURSEWORK

Data Structures,
Computer Architecture,
Data Science Fundamentals,
Operating Systems,
Algorithms,
Machine Learning,
Software Construction,
Probability Theory,
Linear Algebra and Differential Equations

TOP PROJECTS

Undergraduate Student Researcher | eHealth Research Lab

- Analyze patient data collected from their smartwatch to be able to display it to patients and primary care providers.
- Analyze patterns and peak stress intervals in activities that lead to extremely high stress rates.
- Develop a patient dashboard that displays intuitive and insightful data visualizations that serve as performance metrics.
- Technologies used: React.js, Chart.js, Firebase, Node.js

Project Co-Lead | tour.AR

January 2020 – Present

- Lead a team of 7 software developers, designers, and 3D modelers to create a virtual tour guide mobile app for UCLA.
- Wrote Product Spec Sheets & Wireframes to provide direction and vision for team members. Use Agile methodologies to set code sprints.
- Help in the development with the help of technologies like AR kit, Core Location, and Google Firebase.
- Technologies used: Swift, Agile

Software Developer | The Data Grid

- Define API endpoint to create, update, and delete entries from a Postgres database.
- Create a model to automate the detection and counting of toilet flushes in a given time period using Convolutional Neural Networks.
- Technologies used: keras, sklearn, pandas, matplotlib

Software Lead | Bruin Spacecraft Group – Project Rapid

April 2019 – March 2020

- Lead a team of 2 other software engineers to develop the computer system for a CubeSat.
- Developed an embedded systems software that includes task scheduling, multi-threaded applications, and memory management unit **written in Rust**.
- Developed a system to check anomalies and flight system failure.
- Technologies used: C/C++, Python, Bash, and Rust

Software Developer | BR3W

October 2019 – December 2019

- Backend involved communication through Wi-Fi/Bluetooth for data and command transfer and persisting data to a smart coffee machine.
- Frontend involved page navigation, state change, animations, and CSS.
- Technologies used: React Native (JavaScript), CSS