

# PARAM SHAH

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## EDUCATION

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

**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 – 2<sup>nd</sup>  
place

IdeaHacks 2020 – Best Education  
Hack Prize

Google Tech Challenge 2019 – 7<sup>th</sup>  
place overall

## SKILLS

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

Frameworks: React Native, Flask

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

Learning: Machine Learning,  
TensorFlow

## COURSEWORK

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

## TOP PROJECTS

**Project Co-Lead** | AR Tour Guide

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 and standups for all team members each week.
- Help in the development of the mobile app with the help of technologies like AR kit, Core Location, and Google Firebase.
- **Technologies used:** Swift, Agile

**Software Lead** | Bruin Spacecraft Group – Project Rapid

April 2019 – Present

- Designed and developed a CubeSat with the MiXI (Miniature Xenon Ion) thruster as a propulsion system on our aircraft with a group of 15 people.
- Lead a team of 2 other software engineers to build the computer system that communicates with various sensors and actuators, and can do task scheduling, data downlink, systems maintenance, and detecting anomalies.
- Coded a “watchdog” for the flight computer that ensures the correct operation of the entire system as well as access to critical features in case of flight computer failure.
- **Technologies used:** C/C++, Python, and Bash

**Software Developer** | Creative Labs – BR3W

October 2019 – December 2019

- Responsible for coding the backend and frontend of the mobile app that can control a coffee machine.
- Backend responsibilities involved communication with the microcontroller in the coffee machine through Wi-Fi/Bluetooth for data and command transfer and persisting data on the mobile device.
- Frontend involved page navigation, state change, animations, and CSS.
- **Technologies used:** React Native, Arduino

**SMS News Service**

- Built an SMS-based news platform that allows users to get their news whenever, wherever, and whatever they want. It essentially removes the need for an internet connection to get something as simple as news.
- Coded a python backend (**Flask**) that uses RESTful APIs to send and receive SMS and web scraping for articles by keyword search.
- Plans to spread to underdeveloped areas without internet connection and areas recently affected by natural disasters.

**FLIP – Best Education Hack prize – IdeaHacks 2020**

- Build an automatic book reader that can convert any textbook into an audio file that users can listen to anytime and anywhere they want to.
- Responsible for the entire software portion of the device that included writing **python and bash scripts** for a Raspberry Pi to control cameras, servos and make API calls to perform text recognition and NLP to convert text to audio.