PARTH SHAH
SOFTWARE DEVELOPER

(248) 924-6618   pcs003@ucsd.edu   Detroit, MI   **PORTFOLIO**   **GITHUB**   **LINKEDIN**

SKILLS

JavaScript, C++, Java, C#, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Unity, Gimp, Blender

PROJECTS

Datcord   (Rails, PostgreSQL, Redux, React)   live | github

A Discord clone where users can join and manage servers/channels and participate in live chat

- Managed server, channel, message CRUD through custom transactional database operations using Active Record and PSQL.
- Created modals and CSS keyframe animations on enter/exit in order to have seamless transitions between forms and pages.
- Leveraged Rails Action Cable and Redis to manage web-socket connections for live-chat.
- Harnessed the unidirectional state management of Redux to simplify React components and directly manage data for form inputs and form submissions.

InFit   (MongoDB, Express.js, React, Node.js)   live | github

An outfit management social media esque app where users can create, manage, and search for clothing items and outfits.

- Employed git workflow to implement features as they were completed, while keeping the main branch organized.
- Incorporated react-dnd library to implement seamless drag and drop functionality.
- Managed outfit and clothing CRUD through custom database operations using Mongoose.
- Implemented custom search using redux

Otherworlds   (HTML5, CSS3, JavaScript)   live | github

A retro-inspired platforming game where users can unlock and play through levels from different worlds with unique attributes.

- Developed multiple forms of collision management using class inheritance in order to simplify code and avoid redundancy
- Designed player and platform animations using Gimp and asynchronous functions in order to improve user experience.
- Utilized mathematics and physics knowledge to build complex velocity-based player movement including jumping.

Infinite Sudoku   (C#, Unity)   play store | github

A classic sudoku puzzle game where users can start a sudoku puzzle of a specified difficulty, save progress, and make notes.

- Designed a sudoku puzzle generator algorithm generates puzzles of varying difficulty while requiring one unique solution.
- Leveraged Unity game development software and Gimp to develop a visually appealing and enjoyable game with completely original artwork and music.

EXPERIENCE

Lab Assistant - UC San Diego Health

Researched causes of nonalcoholic fatty liver disease in adolescent boys   Jul 2019 - Dec 2019

- Reduced costs by 24% by writing scripts that autofill database from form data to expedite transition from written documents to a digital database in order to modernize the lab's infrastructure
- Mentored new lab assistants in RedCap, EPIC, SPSS, and Excel and helped them settle into their roles.
- Delegated among a group of 3 junior lab assistants allowing for efficient completion of necessary tasks.

EDUCATION

Web Development - App Academy   Dec 2020 - Apr 2021

Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.

BA Global Health, Minor: Computer Science - University of California - San Diego   Sep 2016 - Jun 2020

Relevant Coursework: Design and Analysis of Algorithms, Advanced Data Structures, Data Science in Practice, Computer Organization and Systems Programming, Discrete Mathematics, Mathematics for Algorithms and Systems, Basic Data Structures and Object Oriented Design, Software Tools and Technologies Laboratory