

PRIYANSH SHAH



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SKILLS

Programming Languages:

- Proficient with C#, C, Python, Java, Ada, SQL, Visual Basic, Verilog, Assembly (NASM).
- Worked with HTML, CSS, JavaScript, TypeScript, Go

Tools, Frameworks, APIs:

- Robot Framework, Git, Angular, Kubernetes, Docker, Unix, Jenkins, .NET, Discord.net API, Google Maps API, FitBit SDK, Android Studio, Microsoft Azure, MATLAB, Unity, Oculus SDK, IBM Watson, SNMP, Autodesk Inventor, Adobe Illustrator

EXPERIENCE

Software Engineer Co-op
General Dynamics Mission
Systems-Canada, Ottawa ON

**Sep 2020 –
Aug 2021**

- Contributed to the design, development, and delivery of the mission software on-board the CP-140 Aurora long-range patrol aircraft operated by the Royal Canadian Air Force.
- Applied an acceptance test-driven development approach to contribute to all parts of the software development process, including testing software features for the product in an **agile** development team.
- Researched ways to make the software build process quicker, and automated tedious parts of the developer process.
- Reduced **Robot** test failure rate by approximately 40%. Wrote automated tests and maintained a suite of over 4300 tests with **Jenkins** pipelines.
- Designed, created, and deployed an internal Remote Power switch application on **Kubernetes** created with **Angular** using **SNMP**

VP Events
Software Engineering Society,
McMaster University

**Apr 2020 -
Present**

- Organized events for students enrolled in Software Engineering at McMaster University.
- Dealt with logistical and personnel issues to create experiences to enhance student lifestyle.
- Gauged community interest in ideas to ensure events were enjoyable.

EDUCATION

Bachelor of Engineering (Software Engineering) **2023**

McMaster University, Hamilton ON

- Enrolled in the Software Engineering Co-op program
- Maintaining a cumulative grade-point average of **3.5** on a 4.0 scale
- Awarded the McMaster Entrance Scholarship for having a grade-point average over 90% in high school.

PROJECTS

InterVR

Jan. 2020

- Created a **VR** application that helps users prepare for interview-like scenarios.
- Written in **C#** and used **Unity** to create the VR environment with **Oculus Rift**.
- Provided real-time feedback and statistics using **IBM Watson** speech recognition API.

Cargo No-Go

Jan. 2019

- Built a complex program in a team of 4 that automated truck theft detection for Canada Cartage.
- Utilized **MATLAB** and **Python** to process, plot and update massive amounts of data and **C#** to create a functional and clean user interface.

pResponder

Jan. 2019

- Built an **Android** application in **Java** in a team of 4 that allows bystanders to provide immediate medical assistance to those with seizures, allergies, strokes, and heart attacks.
- Utilized **FitBit's** SDK and **Microsoft Azure** to transfer data to and from the cloud into an Android app on your phone.

mEATups

Sep. 2018

- Created an **Android** application that allows users to meet each other based on their food preferences.
- Developed with **Google Maps API** and **Java**