Rahil Shah

rahil.me

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Experience

Robinhood
Product Design Intern · Sep '21 - Dec '21 · Menlo Park, CA

Brokerage Team

Twitch
Product Design Intern · Jun '21 - Aug '21 · San Francisco, CA

Design Systems Team

CanTrace
Product Designer · Pro Bono · Apr '20 - Aug '20 · Toronto, ON

Worked with a team of ~34 consisting of medical professionals, public health specialists, privacy & security experts, and developers

Designed and presented a distinguished app integrating healthcare and contact tracing technology to the provincial and federal government of Canada

Extracurriculars

DeltaHacks
Co-Director · Mar '20 - Mar '21

Managed a cross-functional team of 40+ members in organizing Canada's second largest hackathon, attended by 800+ participants from around the world

Oversaw and evaluated operation in accordance with the short-term and long-term vision

Understood and communicated swiftly while staying calm in stressful situations

Product Design Lead · May '19 - Feb '20

Product Design Executive · Oct '18 - Apr '19

Projects

Timeline
A mobile-first elegant application that empowers parents to save and share memories of their child's early years of growth in addition to receiving timely parenting tips

Apple Music
A reimagined desktop For You section focused on the core experience and visual interface

Education

McMaster University
Sep '18 - Dec '22

BASc., Honours Computer Science

Skills

Design & Prototyping
Adobe XD, Illustrator, Photoshop, Premiere Pro, Figma, InVision

User research, user flow, wireframing, lo/hi-fi mockups, interaction design, prototyping, usability testing, design systems, visual design

Development
HTML/CSS, JavaScript, Python, Java, Haskell, Bash, Git

Soft Skills
Strong work ethic, creativity, positivity, adaptability, communication, organization, leadership, problem-solving

Competitions

McMaster University
3-Minute Thesis, Top 20 Finalist

BMO & The Learning Partnership
Business Venture, Top 8 Finalist

Hobbies & Interests

Design & development, hockey, soccer, volunteering, traveling, music, video games