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Ronak Shah

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WORK EXPERIENCE

iPhotonix, Software Engineer Intern, Richardson, TX

Sep 2015 - Dec 2015

- Restructured PubSub & RPC based communications to WebSocket (Autobahn.js) for the Software-Defined Network - iVN. Resulted upto 50% faster SYNC between SVG views & database changes
- Rapidly prototyped several D3-based open source charting libraries for dynamic time-series analysis
- Researched integration trade-offs like latency, support, licensing. Achieved integration & documentation of the graphite suite into the iVN (Carbon-Cache, Whisper, Django App)
- Technologies: HTML5-SVG, Epoch.js, D3.js, React.js, Underscore.js, Cubism.js, Graphene, CSS3, jQuery, LESS, JavaScript, CoffeeScript, Mercurial, Sublime Text 3

Prosperoware, Software Developer Intern, Chicago, IL

May 2015 - Aug 2015

- Provided 15+ bug fixes on a large codebase developing in ASP.NET MVC, Sencha ExtJS, T-SQL, HTML5
- Improved the security for 'Umbria' Web App using OWASP Zap, also incorporated OAuth 2.0 authentication
- Performed CI & CD on TeamCity Servers & upto 3 production Windows Servers (2012 R2) respectively
- Reduced deployment latency from 12 minutes to 3 minutes by developing shell scripts for automation

Opine Solutions, Co-Founder, Mumbai, Maharashtra, India

Oct 2012 - Apr 2014

- Headed a start-up team of 8 to develop a real-time incentives-based product analysis solution
- Developed, tested & deployed an Android app 'Opine' on Google Play using Agile-based SDLC
- Designed 'Opine' REST API & 'Survey Engine' with PHP and developed the company website using Joomla 2.5
- Strategically designed small reusable solutions for clients & transformed it into full-blown service
- Devised a spam-reduction algorithm utilizing dynamically changing dummy placeholders (31% reduction)

EDUCATION

❖ **Masters of Science, Computer Science, GPA: 3.556/4.00**

Aug 2014 - May 2016

The University of Texas at Dallas

❖ **Bachelor of Engineering, Computer Engineering, GPA: 65.6/100**

Jun 2009 - Jul 2013

University of Mumbai

TECHNICAL SKILLS

- **Languages:** Java, C/C++, J2EE, Python, PHP, HTML5, JavaScript, jQuery, CSS, XML/SOAP, REST, JSON, AJAX
- **Networking:** TCP/IPv4, BGP, OSPF, OpenFlow, MPLS, PIM, DVMRP, Chord, QoS, Sockets, HTTP, SSL/TLS
- **Databases:** MongoDB, MySQL, Microsoft SQL Server, Transactional-SQL
- **Tools & Frameworks:** Spring, Maven, Memcached, JUnit, Git, SVN, Chrome Debugger, Nmap, OWASP ZAP, Burp, Wireshark, Lex, YACC, GNU Make, LLDB, XCode, Eclipse, Sublime Text, Vim, Apache Tomcat
- **Operating Systems:** OS X, UNIX, Linux, Windows XP/7/8/Server' 12 R2

PROJECTS

SLR Parser & Scanner (C/C++, Lex, GNU Make, Git)

Feb 2016

Implemented a token scanner & a shift-reduce parser. Correctly parsed a 'toy' language, SFP, for given grammar

Oil Transaction System (Spring MVC, Java, Tomcat, MySQL, JSP, jQuery, Maven)

Nov 2015

Modelled & implemented a database-centric secure web application. Incorporated access control & indexing

Distributed P2P File Sharing System (Java, Sockets, Multithreading, Shell)

Oct 2015

Developed a distributed file repository of 16 remote machines, joining/leaving independently. Enabled searching, downloading & tagging of remote files using live TCP sockets between peer nodes

Packet-filtering firewall (Pyretic, Python, SDN, OpenVSwitch, Mininet)

Apr 2015

Designed flow-rules for a L2 Firewall using SDN Controller which can block malicious hosts

BGP & OSPF Implementation (Java, JUnit, Sockets, Multithreading, Shell)

Sep 2014

Simulated internal & external routing using Unix processes as network nodes & file i/o as data packets

Barrel Race - Android Game (Android Programming)

Nov 2014

Developed a UI & UX rich Android game using 'Accelerometer' sensor to move a horse around three barrels