**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 2.0authentication
* 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, Bro, 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)41-512.png](https://github.com/ronakshah725/SLR1Parser_C)** [Feb 2016](https://github.com/ronakshah725/SLR1Parser_C)

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)41-512.png](https://github.com/ronakshah725/oilTransactionSys)**  [Nov 2015](https://github.com/ronakshah725/oilTransactionSys)

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

**[Distributed P2P File Sharing System (Java, Sockets, Multithreading, Shell)41-512.png](http://ronakshah725.github.io/P2PFileShare/)**  [Oct 2015](http://ronakshah725.github.io/P2PFileShare/)

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)41-512.png](https://github.com/ronakshah725/firewall_sdn)** [Apr 2015](https://github.com/ronakshah725/firewall_sdn)

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

**[BGP & OSPF Implementation (Java, JUnit, Sockets, Multithreading, Shell)41-512.png](https://github.com/ronakshah725/bgp_ospf_final)**  [Sep 2014](https://github.com/ronakshah725/bgp_ospf_final)

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

**[Barrel Race - Android Game (Android Programming)41-512.png](https://github.com/ronakshah725/BarrelRaceAndroidGame)** [Nov 2014](https://github.com/ronakshah725/BarrelRaceAndroidGame)

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