Rushabh Shah

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LinkedIn | GitHub | Portfolio

EDUCATION

University of Alberta   **Edmonton, Alberta**
BSc, Specialization in Computer Science   *September 2021 - Expected Graduation, May 2025*

- o **Concentrations:** Web/App Development, AI
- o **Awards:** A continuing International Student Scholarship (Based on a minimum GPA of 3.0), University of Alberta International Country Scholarship for superior academic achievement
- o **Relevant Coursework:** Data Structures & Algorithms, Objects & Design, Practical Programming Methodology, Machine Learning, Artificial Intelligence, Object-Oriented Programming, Statistics & Applications, File & Database Management, Numerical Methods, Discrete Mathematics, Reinforcement Learning, Software Engineering

STRENGTHS AND EXPERTISE

Programming Languages: Java, Python, C, MATLAB, SQL, CSS, HTML, JavaScript
Tools and Skills: Android/Mobile App Development, Android Studio, Git, GitHub, Figma, Data structures, Algorithm analysis, Search algorithms, Heuristic functions, MongoDB, Database Management, API's, Teambuilding, Problem-Solver, Flexible and Adaptable, Excellent communication, Pressure Handling, Quick Learner, Great Time management, Web Development

PROJECTS

Personal Website (Website)   *May 2024 – Present*
- Built a responsive portfolio website using HTML, CSS and JS.

AttendEase (Event Management Application)   *January 2024 – April 2024*
- Developed an Android application using Java aimed at event management and attendee check-in, leveraging QR code technology for efficient attendee tracking in collaboration with a team over a four-month period as part of a software engineering course.
- Integrated Firebase Firestore for seamless backend storage and real-time data management, ensuring smooth operation and reliable data synchronization.
- Utilized Open Street Maps API to incorporate geolocation features directly into the application, enhancing user experience and facilitating event navigation.
- Designed the app storyboard and mockups in Figma.

Strive Journal (HackEd 2024 - Hackathon)   *January 2024*
- Collaborated with a team of 5 in this 24-hour hackathon to conceptualize, design, and implement "Strive Journal".
- This web application aimed at promoting personal well-being featuring a questionnaire form for a daily well-being assessment.
- Used JavaScript along with React.js for the front end and firebase/firestone for the back end.

Sudoku Puzzle Solver   *October 2023 – December 2023*
- Implemented a Sudoku puzzle solver using Backtracking search to maintain arc-consistency for constraint satisfaction problems (CSP).
- Enhanced efficiency of the Sudoku solver by around 70% on average through the utilization of the Minimum Remaining Value (MRV) heuristic, directly comparing it to the First Available (FA) heuristic to guide the search process.

Python Games   *September 2022 – December 2022*
- Created a memory matching game using Python 3 and the Pygame module.
- Developed the old classic two player Pong by Atari using Python 3 and the Pygame module.

EXPERIENCE

Space Exploration Alberta Robotics - University Club   *October 2023 – December 2023*

Software Development Team Member
- Actively developed software for a mars-style rover, competing in the Canadian International Rover Challenge (CIRC) and the University Rover Challenge (URC).
- Responsible for design, development, and implementation of algorithms and systems as a team.

Staples Canada   *May 2023 - July 2023*

SolutionShop Associate (Part Time)
- Greeted customers and helped with product questions, selections, and purchases offering customers with top-notch service to boost sales and customer satisfaction.
- Helped customers complete purchases using POS systems, locate items, and join reward programs, applied discounts, and printed receipts to ring up customers.