

RUSHEEL SHAHANI

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SKILLS

- **Languages:** C/C++, Java, Javascript, Python, Assembly, HTML, CSS, Swift, JSON, XML, Bash, \LaTeX .
- **Frameworks :** Node.js, AngularJS, JQuery, Express, Restify, Socket.io, OAuth2, Gulp, iOS, Android
- **Tools:** Git, JMeter, Sublime Text, Vim, XCode, IntelliJ IDEA, WebStorm, AWS
- **Databases:** MongoDB, Couchbase, ElasticSearch, Redis, SQL

EXPERIENCE

Software Developer Intern (May 2015 - August 2015)

Air Miles Reward Program, LoyaltyOne • Toronto, Ontario

- Designed and implemented a **RESTful API** using Node.js for processing transactions in Air Miles currency.
- Utilized **distributed strategies and ACID principles** to ensure that the payment processing was seamless, efficient and reliable.
- Improved performance by analyzing load and stress test results using JMeter on Node servers, and databases such as **ElasticSearch, Couchbase, Redis**.
- Explored several big data tools such as Kibana, Spark, Hadoop, Databricks.
- Participated in an Agile test-driven development environment with biweekly sprints.
- Received outstanding rating in work term evaluation and appointed as Campus Brand Ambassador.

Computer Science Teaching Assistant (September 2013 - June 2014)

John Fraser Secondary • Mississauga, Ontario

- Held office hours for Grade 10 Computer Science students to assist students with course concepts.
- **Founded** the Computer Science Senior Scholars Club to provide mentorship and assistance to all students.

PROJECTS

Binge (<http://projectbinge.co>)

- Binge is a personalized newsreader app for iOS that was first built at MHacks 6, University of Michigan.
- Binge stands out from other newsreader apps because of its ability to receive news on any topic, no matter how narrow or broad it is.
- Selected to participate in the **semifinals of the 2016 Student Startup Madness Championship**.
Technologies Used: iOS (Swift), Node.js, Parse, Microsoft Azure, MongoDB, RSS, HTML/CSS, Sketch 3

ShoutOut (<https://github.com/rusheel/shoutout>)

- Shoutout is social network created with the **MEAN stack** that allows users to interact with each other in a simple and unique way.
Technologies Used: AngularJS, Node.js, Express, MongoDB, Socket.io, JSON Web Tokens, bcrypt, Heroku

ChamberCrawler

- Designed and developed a rougelike game in C++ with a partner as part of the final project of CS246.
- Utilized several design patterns such as **MVC, Visitor, Singleton, Factory** to ensure code is flexible.
Technologies Used: C++, Valgrind, Git

IMDb Data Visualizer (<https://github.com/rusheel/imdb-data-visualizer>)

- Used OOP in Python and wrote several algorithms to efficiently extract, process and visualize IMDb data.
Technologies Used: Python, Tkinter(GUI)

EDUCATION

Candidate for Bachelor of Computer Science with Software Engineering Option (Fall 2014 - Present)

University of Waterloo • Waterloo, Ontario

Cumulative GPA: 3.7

Awards: Recipient of Presidents Scholarship • Recipient of Crawford & Company Scholarship

Ontario Secondary School Diploma (OSSD) (2011 - 2014)

John Fraser Secondary • Mississauga, Ontario

Cumulative Average: 94%

Awards: Deans Honors List, Academic Excellence Award in Mathematics of Data Management, Second Place in Scholastic Decathlon Competition, Ontario Scholar Award

INTERESTS

- **Technical Interests:** Active hackathon participant, interested in machine learning, big data
- **Other Interests:** Enjoys debates, Model UN, Rotaract club, badminton, swimming