Sahen Shah

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Software Engineer with 5+ years of experience in software development, testing, and deployment within warehouse automation and control systems. Skilled in Python, C, SQL, Linux, and system integration. Passionate about continuous learning, open-source software, and solving real-world problems through reliable and efficient code.

CORE SKILLS AND TOOLS

Languages: Python, C, SQL, JavaScript, HTML, CSS, Bash

Frameworks/Tools: Flask, React, Git, SolidWorks, MATLAB, Docker

OS: Linux, Windows

Software: Blender, GanttProject, Microsoft Office Suite

Other: CI/CD Basics, System Debugging & Troubleshooting, Full UK Driving Licence

WORK EXPERIENCE

Intermediate Software Engineer

Digital Applications International (Dematic Software) Ltd, Manchester
September 2021 - Present

- Led on-site and remote commissioning of material handling systems, including MultiShuttle and put-to-light devices
- Conducted system-level software testing with PLC automation, performing integration and verification across complex warehousing operations
- Resolved critical post-deployment issues via fault investigation, debugging, and root-cause analysis, ensuring client uptime and satisfaction
- Delivered functional software changes, releases, and technical support throughout the WMS lifecycle
- Leveraged SQL and MIS tools for data management and analysis of warehousing operations

Graduate Software Engineer

Digital Applications International (Dematic Software) Ltd, Manchester, England
September 2018 – September 2021

- Developed automation and UI components for large-scale warehouse execution systems
- Collaborated with cross-functional teams to implement operational improvements and develop solutions to optimise operations and resolve bottlenecks
- Supported system go-lives and post-launch maintenance for high-profile retail clients

Engineering Intern

SMC Corporation, Milton Keynes
August 2016 - July 2017

- Conducted mechanical tests on pneumatic actuators, collecting and analysing performance data
- Modelled over 550 parts using SolidWorks for use in engineering orders and design support
- Designed a new valve mounting solution focused on cost, aesthetics, and efficiency
- Self-taught Blender to develop 3D teaching animations for internal training use

PROJECTS & OPEN-SOURCE

Chess Web App – Python, Flask, JavaScript, Stockfish

Developed a full-stack chess application integrating the Stockfish engine for analysis and AI play. Features include real-time move evaluation, UI interaction, and Flask-based backend routing.

Portfolio Website – HTML, CSS, JavaScript

Built and deployed a responsive portfolio site to showcase technical projects and skills.

CS50x (Harvard Online Course) – Completed 2024
Gained hands-on experience in algorithms, memory management, low-level programming, and web development.

Hexapod Robot

Built a robot controlled via PC, Android or IPhone, using a raspberry pi and python, complete with microphone and camera modules and 18 servo motors for leg actuation

3D CAD Modelling
Completed CAD work of some engines, namely a Forest Edwards Radial 5 engine, a V8 engine, a vertical twin steam engine with reverse gear, Barr & Stroud engine and a differential using Solidworks.

EDUCATION

University of Manchester, UK

BEng (Hons) Mechanical Engineering
September 2014 – 2018

Covered subjects including Mechanical Engineering Systems, Manufacturing Engineering, Structures, Engineering Design, Project and Operations Management, Thermodynamics, Numerical Methods and Computation, Modelling and simulation

LANGUAGES

- English (native), French and Gujarati (intermediate), Swahili (basic)

OTHER INTERESTS

- Socially play hockey, football and golf, enjoys gaming, hiking and travelling

References – available upon request