

Salman Shah

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EDUCATION	NITK Surathkal , Surathkal, Mangalore, India	Aug 2015 – Apr 2019 (Expected)
	<ul style="list-style-type: none">▪ B. Tech. in Information Technology▪ CGPA : 7.17 (till 4th Semester)	
	IITians PACE Junior Science College	Jun 2013 – Jun 2015
	<ul style="list-style-type: none">▪ 89.85% in HSC Board Examination▪ All India Rank 2214 in JEE (Mains) Entrance Examination	
EXPERIENCE	Hansraj Morarji Public School , Andheri(West), Mumbai, India	Jun 2008 – Mar 2013
	<ul style="list-style-type: none">▪ 92.18% in SSC Board Examination	
	INTERNSHIPS	
	Web and Data Science Intern Haqdarshak , Mumbai, India	May 2017 – Jun 2017
TECHNICAL SKILLS	<ul style="list-style-type: none">▪ Developed a Full Stack MIS(Management Information System) application hosted on an AWS Instance to monitor field activities with a Flask Web App.▪ Developed an Android App which validates users on the basis of their Aadhaar Number using the Aadhaar SDK obtained from UIADI and sending the data back to the Flask App. Ensured product quality of the Android App with Roboelectric (Unit Testing Framework)	
	STARTUPS	
	Lead Web and App Developer , Wheels On Roll , Mangalore, India	Sep 2016 – Mar 2017
	<ul style="list-style-type: none">▪ Developed a static Website HTML/CSS/JavaScript website with a Chat Functionality enabled via a third-party service Crisp.▪ Developed an IoT Framework using webapp2 and Google App Engine to connect the hardware to the Android App and designed a Non-Relational Database for the same with Google Datastore.▪ Developed the Android App and ensured product quality of the Android App with Roboelectric and Espresso testing Frameworks(Unit and UI Testing respectively).	
SELECTED PROJECTS	Web and App Developer , Change Pay , Mangalore, India	Dec 2016 – Mar 2017
	<ul style="list-style-type: none">▪ Developed Dynamic Website using Django at the backend and HTML, CSS, JavaScript and front-end frameworks like MaterializeCSS using third-party APIs like Crisp to include Chat Functionality in the website. Co-developed the Android app primarily working on UI and UX using Google's Material Design Guidelines.	
	Languages/Markup and Scripts - C, C++, Java, Python, JavaScript, HTML, CSS, Bash.	
	Tools - Android Studio, IntelliJ, Code::Blocks, PyCharm, vi Editor.	
	Frameworks - Git, STL, OpenGL, Jekyll, Materialize CSS, jQuery, Microsoft Azure, Google App Engine, AWS EC2, Roboelectric.	
	DBMS - MySQL, Android SQLite, App Engine Datastore, Firebase.	
	<ul style="list-style-type: none">▪ Notes Nearby Notes Nearby is an Augmented Reality based-app which takes Users' location to point to nearby restaurants and attractions. App is developed in Android using Microsoft Azure Database and Microsoft Cognitive Services for Speech-To-Text.▪ WhatsApp Web Developed a Terminal Interface to send messages via Computer Terminal to WhatsApp Web. Used Python Web Scrapping to get the JavaScript from the Web. Developed only for Linux Computers and creates a local backup of upto 30 messages per user at a single instance. Working to build a chatbot using the same.▪ Personal Website and Blog Personal Website using Front End frameworks like MaterializeCSS and jQuery and Jekyll for Blog using Minima gem. Currently hosted on GitHub in line with Google's Material Design Guidelines. Implemented plugins like Facebook comments and used Crisp to add chat functionality.	

- **Tic Tac Toe** Built a Tic Tac Toe game implemented in Java and used Java Swing as GUI. Implemented User v/s User, User vs CPU (where CPU plays randomly), User vs AI and CPU vs AI (where AI implements Greedy Algorithm).
- **NITK Website** Worked on the Front-end Website Team for NITK Website using HTML, CSS and JavaScript and front-end frameworks like Bootstrap, jQuery and Materialize CSS. Currently working on the Backend team using Laravel, a PHP Framework. **(On Going)**
- **Deep NLP** Deep Learning with NLP aims combines the power of Natural Language Processing with Deep Learning to train models using Google's Tensorflow Network to build a chatbot which answers questions given a sample corpus of Game of Thrones books and TV Series subtitles.

RELEVANT COURSES

Digital Design and Computer Organization, Design and Analysis of Algorithms and Data Structures, Operating Systems, Networks, UNIX Programming, Computer Graphics, Paradigms Of Programming - Part I and II, Object Oriented Analysis and Design, Probability, Graph Theory, C Programming.

ACHIEVEMENTS

- **Winner (Microsoft Code.Fun.Do)**, Online Round as well as Campus Round and finalist at **Microsoft Code.Fun.Do.Showcase**. Created an Augmented Reality based app which determines locations via Maps API and uses Azure Database.
- **Top 20 Repositories around the World:** Participated in HacktoberFest 2k16 and had one repository featuring in the Top 20 Most Committed Repository around the world.
- **Project Presentation:** Presented a research project at the 19th Indian National Children Science Congress on "Leafy Vegetables grown near Railway Tracks – Fit for Consumption or not".
- **Scored 99.8 percentile** in the All-India entrance exam for NITs – JEE (Mains).

EXTRA CURRICULAR ACTIVITIES

- **Executive Member** at IEEE-NITK Student Branch, Web Club - NITK Chapter, Debating Society - NITK.
- **Editorial Team Member** at Team Shoreline(College Magazine).
- **Competitive Programming:** Active on popular websites like [Codechef](#) and [HackerRank](#).

[CV compiled on 2017-07-21]