

# Salman Shah

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EDUCATION	<b>NITK Surathkal</b> , Surathkal, Mangalore, India	Aug 2015 – Apr 2019 (Expected)
	▪ B. Tech. in <a href="#">Information Technology</a>	
	<b>IITians PACE Junior Science College</b>	Jun 2013 – Jun 2015
	▪ 89.85% in HSC Board Examination	
	▪ All India Rank 2214 in JEE (Mains) Entrance Examination	
	<b>Hansraj Morarji Public School</b> , Andheri(West), Mumbai, India	Jun 2008 – Mar 2013
	▪ 92.18% in SSC Board Examination	
EXPERIENCE	<b>STARTUPS</b>	
	<b>Lead Web and App Developer, <a href="#">Wheels On Roll</a></b> , Mangalore, India	Sep 2016 – Mar 2017
	▪ Developed Static Website using HTML, CSS, JavaScript and open-source front-end frameworks like Materialize CSS as also using third-party APIs like Crisp to include Chat Functionality in the website. ▪ Worked with Product Development Team to develop an IoT framework using Sanic and Firebase to connect the hardware to the Mobile App. Also developed UI and UX of the Android app primarily using Google's Material Design Guidelines.	
	<b>Web and App Developer, <a href="#">Change Pay</a></b> , Mangalore, India	Dec 2016 – Mar 2017
	▪ Developed Dynamic Website using HTML, CSS, JavaScript and front-end frameworks like Bootstrap using third-party APIs like Crisp to include Chat Functionality in the website. ▪ Developed User Sign In functionality in the website using Django framework thereby allowing users to check their balance online. ▪ Developed UI and UX of the Android app primarily using Google's Material Design Guidelines. Also worked with third-party APIs like PayUMoney to integrate a Payment Gateway inside the mobile app.	
TECHNICAL SKILLS	<b>Languages/Markup and Scripts</b> - C, C++, Java, Python, JavaScript, HTML, CSS, Bash.	
	<b>Tools</b> - Android Studio, NetBeans, Code::Blocks, PyCharm, vi Editor.	
	<b>Frameworks</b> - Git, STL, OpenGL, Jekyll, Materialize CSS, jQuery.	
	<b>DBMS</b> - Microsoft Azure, Firebase	
SELECTED PROJECTS	All Projects available on <a href="#">GitHub</a>	
	▪ <b><a href="#">Notes Nearby</a></b> 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.	
	▪ <b><a href="#">Top Music Pull</a></b> Developed a Python Application to download top trending playlists like Billboard Top Hot 100, Vevo Top 20 from YouTube. Used Bash Scripting and Python for downloading the top-trending songs and used third-party libraries like Youtube-DL for the same.	
	▪ <b><a href="#">WhatsApp Web</a></b> Developed a Terminal Interface to send messages via Computer Terminal to WhatsApp Web. Used Python Web Scraping 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.	
	▪ <b><a href="#">Personal Website and Blog</a></b> 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.	
	▪ <b><a href="#">Tic Tac Toe</a></b> 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).	
	▪ <b><a href="#">NITK Website</a></b> 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. <b>(On Going)</b>	

- **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. **(On Going)**
- **Stockify** Stockify aims to combine the power of Machine Learning and Finance to create a custom Stocks Predictor which will predict the price of the stocks in a particular market. **(On Going)**

#### RELEVANT COURSES

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

#### ACHIEVEMENTS

- **Winner (Microsoft Code.Fun.Do)**, Online Round as well as Campus Round. 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.
- **Editorial Team Member** at Team Shoreline(College Magazine).
- **Member** at LSD - Literary, Stage and Debating Society.
- **Competitive Programming:** Active on popular websites like [Codechef](#) and [HackerRank](#).

[CV compiled on 2017-03-23]