SHABORNEE SAHA

CONTACT

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EDUCATION

UNIVERSITY OF TORONTO

September 2021 - present

Bachelor of Applied Science - Computer Engineering (Specialist) + PEY Co-op

PROGRAMMING LANGUAGES

- C, C++, C#
- JavaScript
- Python
- React
- TypeScript
- CSS
- .NET
- Verilog
- Java
- HTML
- SQL
- Assembly (ARM)

DEVELOPER TOOLS

- GIT
- Visual Studio Code
- SumoLogic
- New Relic
- Launch Darkly
- Postman
- Docker
- Jira

CERTIFICATIONS

- AWS Certified Developer – Associate

EXTRACURRICULAR

Graphic Designer - Skule External
- Creating aesthetic and attractive graphics to promote engineering conferences

Volunteer - CNIB
- Organize and help run fun group activities with children and youth whoa re blind/low vision

SKILLS SUMMARY

- Developed full-stack features from design to production, integrating frontend and backend and ensuring reliable customer rollout
- Proficient in C, C++, C#, JavaScript, Python, React, TypeScript, CSS, and .NET
- 4+ years of C++ experience in software design teams, focusing on optimization, web development, and object-oriented programming
- Executed comprehensive software testing and worked on quality engineering practices, including unit, integration, manual testing and monitoring CI/CD
- Leveraged Linux/Unix environments, Git, SumoLogic, Postman, and Launch Darkly for development and debugging
- Collaborated across technical and non-technical teams, fostering strong communication and relationships
- Skilled in writing clear technical documentation while demonstrating adaptability, problem-solving, and commitment to continuous learning
- Knowledgeable hands-on lab experience with FPGA and DE1-SoC boards using C/Assembly and ARM processors
- Completed coursework in Capstone Design, Software Engineering, Computer Security, Algorithms & Data Structures, Operating Systems, and Computer Networks

WORK EXPERIENCE

Xero   MAY 2024 - AUGUST 2025

Software Engineering Intern

- Developed full-stack features in React, TypeScript, and C#, integrating frontend and backend, writing unit tests to maintain 90%+ coverage, and delivering reliable customer releases
- Managed automated and manual testing processes, including API, unit, and end-to-end tests (Playwright, mock service worker), improving test reliability by 30% and reducing flakiness
- Investigated and resolved bugs by debugging code, analyzing logs, collaborating with cross-functional teams, and documenting findings in technical blogs
- Managed incidents and implemented monitoring/alerts, created SQL queries for product dashboards and updated SLOs/runbooks to ensure system stability and timely resolution
- Collaborated within a team of developers, QA, and product managers, ensuring smooth feature rollouts, clear communication, and adherence to regional and customer requirements
- Presented product features and quality engineering processes to internal teams and senior leadership, effectively communicating technical concepts and demonstrating strong presentation skills.

PROJECT EXPERIENCE

Geographical Information System (GIS) Software   JANUARY 2023 - APRIL 2023

Project Manager

- Led a GIS software design team as Project Manager, utilizing C++ and user testing to develop an improved map for delivery services.
- Developed an interactive map with panning, zooming, dynamic search, and optimized courier delivery routes.
- Designed visually appealing, informative, and custom maps for applications such as tourism, real estate, and urban planning using EZGL and GTK.
- Enhanced application performance by meeting time constraints with Dijkstra's algorithm, heuristics, multithreading, and graph optimization techniques.
- Created an optimized API with efficient data structures using STL containers, passing all speed unit tests.
- Managed team documentation effectively, leading to a successful final presentation, positive instructor feedback, and an overall grade of A.
- Applied Agile and Waterfall methodologies to meet internal deadlines and overcome complex project challenges.