

Deep Pradipbhai Shah

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EDUCATION

Master of Science in Computer Science San Jose State University, GPA: 3.97/4.0	Dec '24
Bachelor of Technology in Computer Science and Engineering Indian Institute of Information Technology Vadodara, GPA: 8.27/10	Jun '22

SKILLS

Programming:	C#, C, C++, Swift, Python, PHP, Java, JavaScript , SQL
AR/VR Technologies:	AR Foundations , WebGL, WebXR, ARCore, ARKit, RealityKit, AR.js, 3D Math, Three.js
Tools:	Unity, Linux, Docker, Xcode, 3D Graphics, Adobe Aero, GitHub, Blender, Unreal Engine

WORK EXPERIENCE

AR/VR/XR Student Assistant – <i>eCampus, San Jose State University, San Jose, CA</i>	Jun '23 - Aug '24
<ul style="list-style-type: none">Spearheaded the integration of AI and XR technologies into eCampus applications, culminating in the development of a sophisticated learning platform tailored for enhanced educational experiencesCollaborated with faculty members and numerous students, offering guidance and assistance in the development of augmented reality/virtual reality projectsTech Stack: WebGL, WebXR, C#, C++, RealityKit, Unity, AR.js, Three.js, WebAR, Unreal, Xcode	
Software Course Instructor – <i>CS Dept., San Jose State University, San Jose, CA</i>	Aug '23 - Aug '24
<ul style="list-style-type: none">Instructed CS 122 Advanced Programming and CS 151 Object Oriented Design at SJSU, designed course content	
Software Development Engineer – <i>SaaS Labs Pvt. Ltd., Noida, Uttar Pradesh, India</i>	Jan '22 - Jun '22
<ul style="list-style-type: none">Collaborated with JustCall product team as an <i>Intern</i> to develop Agent Assist, a feature that listens to live calls and delivers real-time AI driven suggestions to agents, leading to a 20% reduction in average call handling timeTech Stack: Node.js, GCP, WebSockets, Python, React, Redis, MongoDB, PyTorch, Scripting	
Full Stack Developer – <i>AtoZ Softtech LLC, Remote</i>	May '21 - Jul '21
<ul style="list-style-type: none">As an <i>Intern</i>, I spearheaded the comprehensive technical advancement of the product UnQue, implementing an adaptive queuing system to boost customer engagement and business valueTech Stack: PHP, jQuery, Twilio, Google Maps API, AWS, RESTful Web Services, BitBucket, MySQL	

PROJECTS

Immersive Game: Roll-a-ball <i>Swift, SwiftUI, ARKit, RealityKit, UIKit, Core Animation</i>	Nov '23 - Dec '23
Developed an augmented reality (AR) iOS game that engages users in an immersive environment , challenging them to skillfully roll a ball to knock down pins using physics (link)	
AR-ML Fusion: Visualizing Machine Learning Concepts <i>AR.js, AFrame, Three.js, AI</i>	Jul '23 - Nov '23
Designed a cross-platform Web-based AR Visualizer utilizing a Radial-kernel-trained Support Vector Machine (SVM) model to generate interactive 3D model to understand machine learning concepts (link)	
MathViz: 3D Function Visualization Tool <i>JavaScript, Three.js, 3D Math, 3D Rendering</i>	Sep '23 - Oct '23
Leveraged 3D rendering techniques for visualizing functions of form of $z = f(x, y)$ in a 3D environment (link)	
S.E.A.R: Smart Education with Augmented Reality <i>C#, Unity, AR Foundations</i>	Aug '20 - Dec '20
Developed Android & iOS apps for Design Project showing 3D models for Education with AR, enabling user interaction through motion detection and touch controls to elevate experience and mitigate learning hurdles (link)	
Who wants to be a Millionaire (WWTBAM) Game <i>C-programming</i>	Sep '19 - Nov '19
Runs in terminal, maintains user logs, uses text files to store data, similar to game show WWTBAM (link)	

ONLINE COURSES (COURSERA)

• Introduction to Augmented Reality and ARCore by Daydream (link)	Jan '21
• Handheld AR App Development by Unity (link)	Dec '20