Deep Pradipbhai Shah

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EDUCATION

Master of Science in Computer Science   Expected: May '24
San Jose State University (SJSU), GPA: 4.0/4.0

Bachelor of Technology in Computer Science and Engineering   Jun '22
Indian Institute of Information Technology Vadodara, GPA: 8.27/10

WORK EXPERIENCE

AR/VR Student Assistant – *eCampus of San Jose State University, San Jose, CA*   Jun '23 - Present
- Enhanced functionality and user experience of existing eCampus applications through the optimization of Augmented Reality and Virtual Reality technologies resulting in a 20% reduction in application response time
- Engaged in VR application testing and provided guidance to faculties and more than 30 students in the development of AR/VR projects
- **Tech Stack:** AR Foundations, WebGL, C#, AR.js, Three.js, WebAR, Swift, Xcode, RealityKit, Adobe Aero

Course Instructor – *Computer Science Department, SJSU, San Jose, CA*   Aug '23 - Present
- Taught CS 151 Object Oriented Design at SJSU and created comprehensive course materials

Software Development Engineer – *SaaS Labs Pvt. Ltd., Noida, Uttar Pradesh, India*   Jan '22 - Jun '22
- During my *internship*, I collaborated with the JustCall product team to pioneer voice-intelligence capabilities
- Implemented a prototype iOS application, integrating ARKit and Unity for seamless 3D graphics rendering
- **Tech Stack:** Node.js, GCP, WebSockets, C++, Redis, Core Animation, RealityKit, C#, Safari, Xcode

Full Stack Developer – *AtoZ Softtech LLC, Remote*   May '21 - Jul '21
- As an *Intern*, I spearheaded the comprehensive technical advancement of the product UnQue, implementing an adaptive queuing system to boost customer engagement and business value
- **Tech Stack:** PHP, jQuery, Twilio, Google Maps API, AWS, RESTful Web Services, BitBucket, MySQL

PROJECTS

Immersive Game: Roll-a-ball | *Swift, SwiftUI, 3D Math, RealityKit, UIKit, Core Animation*   Nov '23 - Dec '23
Created 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 | *AR.js, AFrame, Three.js, SVM*   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)

Animal Gallery iOS App | *Swift, Objective-C, Core Animation, UIKit, Storyboard*   Oct '23 - Nov '23
Engineered an iOS application called "Animal Gallery" using Swift, designed for user interaction and the organization of pet images (link)

S.E.A.R: Smart Education with Augmented Reality | *C#, Unity, Vuforia, ARKit*   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)

SKILLS

Programming:	C#, Objective-C, C++, Swift, Python, PHP, Java, JavaScript, SQL
AR/VR Technologies:	ARFoundations, WebGL, ARCore, ARKit, RealityKit, AR.js, 3D Graphics, Three.js
Tools:	Unity, Linux, Xcode, Safari, Adobe Aero, Core Animation, SwiftUI, GitHub, Blender

ONLINE COURSES (COURSERA)

- Introduction to Augmented Reality and ARCore by Daydream (link)   Jan '21
- Handheld AR App Development by Unity (link)   Dec '20
- Introduction to XR: VR, AR, and MR Foundations by Unity (link)   Oct '20