Deep Pradipbhai Shah

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EDUCATION

Master of Science in Computer Science — Expected: May '24
San Jose State University (SJSU), GPA: 3.97/4.0

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

WORK EXPERIENCE

AR/VR/XR Student Assistant – *eCampus of San Jose State University, San Jose, CA*   Jun '23 - Present
- Spearheaded the integration of AI and XR technologies into eCampus applications, culminating in the development of a sophisticated learning platform tailored for enhanced educational experiences
- Collaborated with faculty members and numerous students, offering guidance and direction in the development of augmented reality/virtual reality projects
- **Tech Stack:** WebGL, WebXR, C#, C++, RealityKit, Unity, AR.js, Three.js, WebAR, Unreal Engine, Xcode

Course Instructor – *Computer Science Department, SJSU, San Jose, CA*   Aug '23 - Present
- Instructed CS 122 Advanced Programming and CS 151 Object Oriented Design at SJSU, designed course content

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 and developed Agent Assist, a feature that listens to live support calls and delivers real-time suggestions to agents
- **Tech Stack:** Node.js, GCP, WebSockets, Python, React, Redis, MongoDB, PyTorch, Java, Scripting

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, ARKit, RealityKit, UIKit, Core Animation*   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 | *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](#))

MathViz: 3D Function Visualization Tool | *JavaScript, Three.js, 3D Math, 3D Rendering*   Sep '23 - Oct '23
Leveraged 3D and 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 | *C#, Unity, Vuforia, ARCore, 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](#))

Who wants to be a Millionaire (WWTBAM) Game | *C-programming*   Sep '19 - Nov '19
Runs in terminal, maintains user logs, uses text files to store data, similar to game show WWTBAM ([link](#))

SKILLS

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

ONLINE COURSES (COURSERA)

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