

# Deep Pradipbhai Shah

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## EDUCATION

### Master of Science in Computer Science

Dec '24

San Jose State University, GPA: 3.97/4.0

- **Courses:** Communication Systems, Graph Theory, Artificial Intelligence, Database Systems, Parallel Processing
- **Scholarship:** Computer Science Scholarship Recipient for outstanding academic achievement '23

### Bachelor of Technology in Computer Science and Engineering

Jun '22

Indian Institute of Information Technology Vadodara, GPA: 8.27/10

## SKILLS

<b>Programming:</b>	Python, PHP, Java, C#, C, C++, JavaScript, Swift, SQL
<b>Cloud &amp; Databases:</b>	AWS, Google Cloud, MySQL, PostgreSQL, MongoDB, Firebase, Microservices, Redis
<b>Web:</b>	Node.js, jQuery, Express.js, BASH, Flask, GitHub, HTML, CSS, React.js, REST API
<b>Tools:</b>	Microsoft Office Suite, Jira, Linux, Docker, CI/CD Jenkins, Postman, Agile Methodologies

## WORK EXPERIENCE

### Software Course Instructor – CS Dept., San Jose State University, San Jose, CA

Aug '23 - Aug '24

- Designed course contents as an instructor, guiding Undergraduate students through challenging technical material and fostering a positive learning environment
- Teaching courses CS 122 Advanced Programming with **Python** and CS 151 Object-Oriented Design using **Java** at SJSU, creating lecture slides, coding exercises, and project assignments
- **Tech Stack:** Python, Java, UML, Pandas, Flask, BASH, OOP, GUI Programming, Shell Scripting, Git

### Student Assistant – eCampus, San Jose State University, San Jose, CA

Jun '23 - Aug '24

- 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
- Developed web-based AR application to illustrate intricate Machine Learning principles to students
- **Tech Stack:** Swift, C#, C++, ARKit, RealityKit, Three.js, WebXR, BASH

### Software Development Engineer – SaaS Labs Pvt. Ltd., Noida, Uttar Pradesh, India

Jan '22 - Jun '22

- Partnered with JustCall product team as an *Intern* to create innovative AR and real-time media applications
- Implemented a prototype **iOS** application, integrating ARKit and Unity for seamless 3D graphics rendering
- Elevated call transcription efficiency by 30% and integrated **emotion recognition machine learning model**
- **Tech Stack:** Android, **iOS**, GCP, WebSockets, **Java**, **Swift**, Redis, MongoDB, **BASH**, Microservices

### Full Stack Developer – AtoZ Softtech LLC, Remote

May '21 - Jul '21

- Led technical advancement of the product UnQue as an *Intern*, enhancing its functionality and performance
- Devised a tailored SEO strategy, increasing website traffic by 25% and achieving over 300 Google page indexes
- **Tech Stack:** PHP, jQuery, Twilio, **Shell Scripting**, AWS, RESTful Web Services, BitBucket, MySQL

## PROJECTS

### Trip Genie: Book Travel Packages | Android, Java, REST APIs, NoSQL, Kotlin

Mar '24 - May '24

Crafted **Android app** facilitating travel package bookings, integrated with Google Maps API for location details retrieval, and communicating seamlessly through APIs with MongoDB Atlas as the backend database ([link](#))

### 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](#))

### 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++, C#, Unity, Vuforia, Blender

Aug '20 - Dec '20

Developed **Android & iOS** apps for Design Project showing 3D models for Education with AR, enabling user interaction via motion detection and touch controls to elevate experience and mitigate hurdles in learning ([link](#))