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 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
- Created a cross-device **Web-based AR** application to illustrate intricate Machine Learning principles to students
- **Tech Stack:** AR Foundations, WebGL, WebXR, C#, C++, ARCore, CAD, AR.js, Three.js, WebAR

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, developed course content

Software Development Engineer – *SaaS Labs Pvt. Ltd., Noida, Uttar Pradesh, India* Jan '22 - Jun '22
- During my *internship*, I developed Agent Assist, a feature that delivers real-time suggestions for live support calls
- **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 improved UnQue with an adaptive queuing system, boosting customer engagement
- **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 advanced 3D mathematical and rendering techniques to create a **web-based** tool capable of visualizing mathematical functions in the form of $z = f(x, y)$ in a 3D environment (link)

Distributed Cloud Database Application | ***AWS****, EC2, MongoDB, Python, JavaScript* Sep '22 - Dec '22
Strategized cloud deployment of distributed database by creating a three-shard replica set and built an app for viewing and modifying data leading to 15% decrease in data retrieval time (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)

Skills

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

Online Courses (Coursera)

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