

# Deep Pradipbhai Shah

☎ (669) 292-6916 | ✉ [shahdeep11221@gmail.com](mailto:shahdeep11221@gmail.com) | 📍 San Jose, CA | [in shah--deep](#) | [🌐 shah-deep](#)

## EDUCATION

### Master of Science in Computer Science

Expected: May '24

San Jose State University (SJSU), 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, SQL
<b>Cloud &amp; Databases:</b>	AWS, Google Cloud, MySQL, PostgreSQL, MongoDB, Firebase, Redis, Hadoop
<b>Networking:</b>	Named Data Networking (NDN), 5G Slicing, SDN, Virtualization, Distributed Systems
<b>Tools:</b>	Microsoft Office Suite, Jira, Linux, Docker, CI/CD Jenkins, Postman, Agile Methodologies

## WORK EXPERIENCE

### Course Instructor – Computer Science Department, SJSU, San Jose, CA

Aug '23 - Present

- 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, Object-Oriented Programming (OOP), GUI Programming

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

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

Jan '22 - Jun '22

- Partnered with JustCall product team as an *Intern* to develop Agent Assist, a feature that listens to live support calls and delivers real-time suggestions to agents, leading to a 20% reduction in average call handling time
- Elevated call transcription efficiency by 30% and integrated emotion recognition machine learning model
- **Tech Stack:** Node.js, GCP, WebSockets, Python, React, Redis, MongoDB, MVC JavaScript Frameworks

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

May '21 - Jul '21

- Led technical advancement of the product UnQueue 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, Google Maps API, AWS, RESTful Web Services, BitBucket, MySQL

## PROJECTS

### Research Project: Intelligent Caching in NDN | Computer Networking, Machine Learning

Jul '23 - Present

Trained a Machine Learning model for intelligently caching in the content store of Named Data Networking (NDN) node to increase the hit ratio and optimize network efficiency and developing a network simulator to test results

### TCP Sliding Window | Computer Networking, TCP Selective Repeat, IP

Feb '23 - Apr '23

Coded application to demonstrate TCP Sliding Window with Selective Repeat, auto-reconnection on failure, and sequence number tracking ([link](#))

### Distributed Cloud Database Application | AWS, Amazon EC2, MongoDB Sharding, Python

Sep '22 - Dec '22

Strategized cloud deployment of distributed systems for NoSQL Database Course 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](#))

### Online Voting System | Python, Pandas, Tkinter, Computer Networking, TCP/IP

Sep '20 - Nov '20

Created application for online election voting, in which connection is made with socket programming and used client-server protocol with multi-threading and synchronization for high efficiency ([link](#))