

# 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, Pub/Sub, BASH, Flask, GitHub, .NET, HTML, CSS, React.js, REST APIs
<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
- Taught courses CS 122 **Advanced Programming with Python** and CS 151 **Object-Oriented Design using Java**, creating lecture slides, coding exercises, and project assignments
- **Tech Stack:** Python, Java, UML, Pandas, Flask, Data Modeling, OOP, GUI Programming

### AR/VR 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:** WebGL, C#, C++, Node.js, Git, GitHub

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

Jan '22 - Jun '22

- Collaborated with JustCall product team as an *Intern* to develop Agent Assist, a feature that listens to live calls and delivers real-time **AI driven 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, React, Redis, MongoDB, Microservices, MVC Frameworks

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

May '21 - Jul '21

- Led technical advancement of the **web-app** UnQue as an *Intern*, enhancing its functionality and performance
- Devised a tailored **SEO strategy**, increasing website traffic by 25% and achieving over 1000 Google page indexes
- **Tech Stack:** Java, jQuery, Twilio, Google Maps API, AWS, RESTful Web Services, BitBucket, MySQL

## PROJECTS

### StockSense AI: Performance & Sentiment | GenAI, AI, Python, NewsApiClient, yfinance

Oct '24 - Nov '24

Developed a stock analysis tool that visualizes stock performance with yfinance and uses Cohere's generative AI with NewsApiClient to conduct sentiment analysis on recent news, providing enhanced market insights ([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](#))

### 2 Player Fight Game | Java, Swing, Canvas, OOP

Aug '19 - Nov '19

Implemented two-player fight game with user controls utilizing **object-oriented programming** principles ([link](#))

### Who wants to be a Millionaire (WWTBAM) Game | C-programming

Sep '18 - Nov '18

Runs in terminal. Maintains user logs. Uses text files to store data. Similar to game show WWTBAM ([link](#))