

Deep Pradipbhai Shah

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EDUCATION

Master of Science in Computer Science

Expected: Aug '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

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|-------------------------------|--|
| Programming: | Python, PHP, Java, C#, C, C++, JavaScript, Swift, SQL |
| Cloud & Databases: | AWS, Google Cloud, MySQL, PostgreSQL, MongoDB, Firebase, Microservices, Redis |
| Web: | Node.js, Spring Boot, Big Data, BASH, Flask, GitHub, HTML, CSS, React.js, REST API |
| Tools: | 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:** Artificial Intelligence (AI), WebGL, Unreal, Machine Learning (ML), Web Development, RealityKit

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 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:** Spring Boot, GCP, WebSockets, Java, React, Redis, MongoDB, Microservices, MVC Frameworks

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, Google Maps API, AWS, RESTful Web Services, BitBucket, MySQL

PROJECTS

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](#))

Distributed Cloud Database Application | AWS, Amazon EC2, MongoDB Sharding, Python Sep '22 - Dec '22

Strategized cloud deployment of distributed database for NoSQL 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](#))

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

Aug '19 - Nov '19

Implemented two-player fight game with user controls, built using object-oriented programming principles ([link](#))