

Deep Pradipbhai Shah

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EDUCATION

Master of Science in Computer Science

Expected: May '24

San Jose State University (SJSU), GPA: 4.0/4.0

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
- Engaged in VR application testing and provided guidance to faculties and more than 30 students in the development of AR/VR projects
- Tech Stack:** AR Foundations, WebGL, WebXR, C#, C++, ARCore, CoSpaces, 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 collaborated with the JustCall product team to pioneer voice-intelligence capabilities and developed Agent Assist, a feature that listens to live support calls and delivers real-time suggestions to agents
- 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 spearheaded the comprehensive technical advancement of the product UnQue, implementing an adaptive queuing system to boost customer engagement and business value
- 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](#))

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](#))

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](#))

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

Sep '19 - Nov '19

Runs in terminal, maintains user logs, uses text files to store data, similar to game show WWTBAM ([link](#))

SKILLS

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

ONLINE COURSES (COURSERA)

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