Shahmeer Navid

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Technical Skills

Languages and Platforms: Node/Javascript, C++, Android/Java, iOS/Objective-C, Scala, Ruby, Hack/PHP
Frameworks and Libraries: ReactJS, AngularJS, Sequelize, SQLAlchemy, Flask, Scalding, Storm, GraphQL

Education

Bachelor of Computer Science   Graduating early 2018
University of Waterloo – Dean's Honor List

Work Experience

Stripe   San Francisco, California
Software Engineering Intern – Risk   *May 2016 – August 2016*
- Aggregated gigabytes of platform fraud data using Scalding and realtime charge data using Storm.
  - Exposed data on underwriting dashboard, helping reduce monthly losses by thousands of dollars.
- Developed Futures - a database persisted, promise-like data structure.
  - Provides better code organization around long lived asynchronous processes.
  - Used in production to schedule actions after a fraud review is raised on a merchant.

Facebook   Menlo Park, California
Software Engineering Intern – Communication Design Engineering   *January 2016 – April 2016*
- Worked on "A Place For All" - personalized news feed experiences centered around cultural moments.
  - Developed GraphQL infrastructure to configure native iOS and Android components from the server.
  - Used to launch Facebook's Olympic news feed experience (TechCrunch article).

Inkling   San Francisco, California
Full Stack Software Engineering Intern – Content Extensibility Team   *January 2015 – April 2015*
- Wrote Python API that perform complex CRUD operations for various database objects.
  - API places files in S3 buckets, handles user upload of zip files, and commits files to SVN repositories.

Kimono Labs (acquired by Palantir)   San Francisco, California
Full Stack Software Engineering Intern   *May 2014 – August 2014*
- Developed authenticated API creation feature end to end. Used by 67% of users.
- Implemented streaming file downloads for API results. Removed upper bound on download file sizes.
- Sped up paginated web crawling by ~20% after moving "next link" generation into PhantomJS instances.

Notable Projects

GlassBoard @ Hack the North 2015   *https://github.com/Wojtechnology/GlassBoard*
Google cardboard augmented reality application that allows users to interact with visual overlays. Makes use
of WebGL, HTML5 canvas, and OpenCV.

Python Style List Slicing   *https://github.com/shahmeernavid/PythonStyleListSlice*
Transpiler that adds python style list slicing (`arr[1:2]`, `arr[1:2:3]`, etc) to Javascript.