

Shalin Shah

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Experience

- **Wit.AI**, Acquired by **Facebook** (Intern, Summer 2014) | wit.ai
 - NLP startup, basically, Siri as a service.
 - Developed smart voice-based email client using machine learning
 - Used Objective-C, Gmail API, Google Drive API, iOS7 TTS, Wit.AI SDK
- **MakeSchool** (Intern, Summer 2013) | makeschool.com
 - Streamlines process of getting the education necessary to design, build, ship, and market mobile games
 - Developed multi-device iOS side scrolling game (iPhone, iPad)
 - Used Objective-C + cocos2d/Kobold2d frameworks, MGWU SDK

Projects

- **Voice** | shalinshah.me/voice
 - iOS app that lets the visual-impaired read - using Optical Character Recognition to interpret, process, and read images. (Obj-C, Google Drive API)
- **BlueTune** (HackTECH Hackathon, 2014) | hackerleague.org/bluetune
 - iOS app for real-time music streaming, from your phone's local music library, to your friends' phones over Bluetooth. (Obj-C)
- **PartySync** (YC Hacks, 2014) | challengepost.com/partysync
 - Web/iOS app that allows partygoers to create crowd-sourced video playlists that update in real-time. Basically, Turntable.fm for YouTube videos. (Obj-C, Python, JavaScript, HTML/CSS, YouTube API, Firebase API)
- **Vicinitime** (Yahoo! Intern Open Hack, 2013) | itunes.apple.com/vicinitime
 - iOS app where you tell it how much time you have or your mood and it tells you where to go. (Obj-C, Yelp API, Google Maps API, MapQuest API)
- **Center** | getcenter.tk
 - iOS game where you drag a ball into the targets while avoiding the many obstacles hurdling towards you. (Obj-C, Kobold 2d, Cocos2d)
- **Fat Guy Fred**
 - Multi-device iOS game where you run and try to eat foods without getting too skinny or too fat. Collaboration with YC-backed startup, MakeGamesWithUs. (Obj-C, Kobold 2d, Cocos2d)
- **Other Projects:** github.com/shalins

Skills

- Objective-C (+cocos2d), HTML/CSS, Git, Photoshop

Education

- **Tesoro High School** (2013 - 2017) | tesorohighschool.com