

Sher Shah

Computer programmer

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Highly motivated Software Engineering Intern looking for summer Internship in advance high-tech organization. Key interest in working to develop robust and scalable analytics processing applications and learning best practices and frameworks for high volume data processing.

EXPERIENCE

- ◆

2018-02
- Present

Mechanical Turker

Amazon's Mechanical Turk

Transcribed speech, extracted data from text, and completed various tasks. Experienced in analyzing large amounts of text, multitasking, and following lengthy instructions with speed and accuracy.
- ◆

2016-06
-2016-09

Software Intern

Boeing

Developed a time saving checklist to standardize the satellite simulator software development process in Excel with VBA macros. Taught other interns how to use said software.
- ◆

2016-07
-2017-07

Instructor

Kumon

Taught students from Pre-K to middle school in math and English. Graded student worksheets and logged their progress. Lastly, I supervised new employees who would take my position when I left.
- ◆

2014-10
-2015-06

Software Intern

PVnet

Developed and taught a course for students to create their own virtual reality games using the Unity game engine, Oculus scripts, personally made scripts in C# and JavaScript, and Autodesk Maya.

EDUCATION

- ◆

2017-05 -
present

UC Berkeley, Computer Science

GPA : 3.6

SKILLS

- ◆

Languages

Java

JavaScript

◆◆◆◆◆

◆◆◆◆◆

HTML/CSS

Python

◆◆◆◆◆

◆◆◆◆◆

PHP

C++

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- ◆

Comfortable working in Windows, Mac, and Linux OS. Competent in programs such as Terminal or PowerShell. Experienced working with multiple programming environments from text editors to IDEs such as Eclipse. Skilled in UI/UX design, particularly in JavaFX.



ACHIEVEMENTS



Udacity's Grow with Google Challenge Scholarship Recipient.



First place in Stellar I Xplorer National Space High School Competition.



Programmer for FIRST FRC Robotics team that won the regional championship.



3rd place in local Intel ISEF science fair, and two honorable mentions in previous science fairs.



PROJECTS



Scheme Text Editor

Editor for the programing language, Scheme. Built using JavaFX, the RichTextFX API, and e(fx)clipse. The program has the capability to open, save, and edit multiple Scheme files.



Interviews with Veterans

Interviews with veterans from WWII, The Korean War, and The Vietnam War and built an interactive experience were users play the role of the interviewer. Built with JavaFX and CSS.



Text Based Adventure

A silly, text based adventure game. Similar to DUNNET on EMACS. Developed with C++ and Microsoft Visual Studios to create this project.