Sneh Shah

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Summary of Qualifications

- C & C++
- MS Office Suite
- Agile/Scrum framework
- Aha! & Jira
- SQL
- HTML/CSS/JavaScript

Education

BASc Computer Engineering & Minor in Engineering Business / University of Toronto 2019 – 2024

- Relevant Coursework: Software Design, Software Engineering, Economic Analysis & Finance, Fundamentals of AI, Algorithms & Data Structures, Computer Architecture, Databases, Digital Systems.
- University of Toronto entrance scholarship Certificate ($6000).

Experience

Product Owner Intern / SOTI (Mississauga, Canada) 05/2022 – 08/2023

- Wrote and prioritized user stories for the iOS team.
- Collaborated with and acted as a liaison between the product, design, and development teams to support in backlog grooming, sprint planning, and sprint review meetings.
- Conducted competitive analysis to identify customer needs and opportunities for product enhancements.
- Gathered and documented user requirements through interviews and data analysis, and translated them into actionable user stories and product backlog items.
- Led the feature request revamp project, enabling Aha-Salesforce integration, which enhanced cross-team communication and reduced workflow time by 25%.
- Initiated and developed a customer interview tracking framework to bridge a crucial gap at the company. This optimization improved understanding of customer preferences and facilitated better decision-making.
- Served as the AHA! administrator, and collaborated with the Jira administrator to optimize synchronization between our product and software development tool.

Programs Instructor & Content Creator / ESOO (UofT) 09/2020 – 04/2022

- Led a team of 5 instructors in the conceptualization, design, and implementation of an engaging Arduino and JavaScript curriculum for middle school students (grades 6-8).
- Expanded leadership skills by conducting workshops for an extensive audience of 300+ students, spanning domains including Python, Web Development, and Block Coding.

Data Analyst Intern / Freightwalla (Mumbai, India) 06/2021 – 08/2021

- Created models to predict future price volatilities from historical data of freight prices using Excel & Python.
- Analysed the models to determine the feasibility of selling options to freight forwarders.

Projects

Anxiety Management in Virtual Reality 09/2023 – 03/2024

- Our team is working with Prof. Bruno Korst to develop an immersive anxiety management VR application.
- Our goal is to create a virtual environment with specialized breathing modules designed to alleviate anxiety.

Geographic Information System (GIS) 01/2021 – 04/2021

- Built a GIS using C++ that focuses on user interface (UI) and object-oriented programming.
- Performed path finding and optimization using algorithms like A*, Dijkstra's, Greedy and other heuristics.
- Performed unit testing to test code's functionality and used GIT for code management.

Game Development 03/2021 – 04/2021

- Created the 'Crazy Taxi' using ARMv7 processor and C programming. The game uses a VGA Display and can be controlled using keyboard controls.