TORAB SHAIKH

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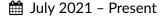
EXPERIENCE

Software Engineer
Helios Web Services 📅 Jun 2018 – July 2021
- End to end development of serverless IoT platform running on top of AWS.
- Research, development and retraining for Deep Learning models for various applications including Computer Vision.
- Worked on various low processing power and low memory edge computing devices.
- Awarded Excellent technical player of the year 2019.

Tech Lead
Talent Litmus 📅 July 2021 – Present
- Design, development and deployment of microservices.
- Write clean, well designed and well optimized code.
- Server management.
- Playing the role of architect and technical lead.

PROJECTS

An IoT Platform 📅 June 2018 – July 2021
- An AWS Based IoT Platform which is used to develop various IoT based applications.
- **Role** - Add new features in the application and update the existing ones.
- **Technologies Used** - Angular 6+, NodeJs, AWS, Python and PostgreSQL

A group of OCR APIs 📅 Sept 2019 – Feb 2020
- An AWS API Solution to extract important information in an structured way from various types of documents.
- **Role** - Develop and Deploy the solution and Deep Learning model.
- **Technologies Used** - Python, Tensorflow, AWS, NodeJs, Google OCR and Bash

An Employees attendance system 📅 Nov 2019 – March 2021
- An Employees attendance and tracking system using multiple camera streams, Edge computing devices like Nvidia Jetson Nano and Google coral as well as PCs.
- **Role** - Develop and deploy Face detection and Face recognition system.
- **Technologies Used** - Python, Tensorflow, C++, AWS, Docker, OpenCV, Image Processing and Bash

Games for assessments 📅 July 2021 – Present
- Games for hiring and training purposes.
- **Role** - Design, develop, deploy and manage microservices and servers.
- **Technologies Used** - AWS, EC2, Route 53, Docker, nginx and NestJS.

HOBBY PROJECTS

CloudNode
- Hosting and maintaining a Wordpress blog website.
- Researching and studying various technologies and writing blogs about it on the website.

EDUCATION

Bachelor of Technology in Computer Science and engineering
Poornima University | Grade: 6.04/10
📅 June 2018 📍 Jaipur, India

CBSE GRADE XII
Jawahar Navodaya Vidyalaya | 66.2%
📅 May 2012 📍 Ujjain, India

CBSE GRADE X
Jawahar Navodaya Vidyalaya | 7.4/10
📅 May 2010 📍 Ujjain, India

SKILLS

Languages - Python, NodeJS, C++, TypeScript, Java
Cloud Platforms - AWS, GCP(basic)
Frameworks - Angular2+, Tensorflow, Pytorch
Databases - MySQL, PostgreSQL, MongoDB
Tools - Docker, nginx, Visual Studio Code, Postman, Trello, BitBucket, Jira, Github, Bash
Version Control System - Git

ACHIEVEMENTS

- Secured **1st Position** in Poornima Inter hostel Chess Competition 2014.
- Secured **1st Position** in Poornima Intra Chess Competition Lakshya 2016.
- Secured **1st Position** in Himalaya Hostel Fest Sudoku Competition 2016.
- Secured **1st Position** in Himalaya Hostel Fest Chess Competition 2017.
- Secured **1st Position** in Poornima Intra Chess Competition Lakshya 2017.
- **Nation-wide winner** (with 3 Person Squad) for the Hackathon for the PwC Deep Learning Challenge 2017.