YASH SHETH

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EDUCATION

Concordia University   Montreal | Sep 2018 - May 2020
Master of Applied Computer Science | GPA: 3.66/4
Relevant Courses: Machine Learning, Pattern Recognition, Advanced Programming Practices, Data Mining, Distributed System Design, Advance Database, Advance Software Architecture, Comparative Study of Programming Languages

Charotar University of Science and Technology   Nadiad | Aug 2014 - May 2018
Bachelor of Technology Information Technology | GPA: 9.01/10
Relevant Courses: Data Structures, Design and Analysis of Algorithms, Database Management System, Web Technologies, Intelligent Systems, Software Engineering, Java Programming, Mobile Development, Computer Networks

SKILLS

Programming Languages: Java, Python, C++, C, HTML, CSS, JavaScript, PHP, Clojure, Erlang
Tools/Frameworks: Git, Spring, Postman, React Native, Redux, Android Studio, Tableau, WEKA
Database: SQL, Firebase, NoSQL

EXPERIENCE

CEGEPGIM - Cégep de la Gaspésie | Professor   Montreal | May 2019 – Present
Youngest professor at Cégep de la Gaspésie teaching Computer Science courses such as Programing Languages, Algorithms, and Software Development Tools courses in Mobile Application Development (MAD) and Computer Science Techniques (CST) program to over 100 students.

Physical Research Laboratory (PRL)| Project Trainee   Ahmedabad | Jan 2018 – Apr 2018
Collaborated with stakeholders to develop a tool to aid scientists in Digital Image Processing and Analysis of Planetary Datasets from ISRO and NASA.

Shreem Solarium | Web Developer   Vadodara | Sep 2017 – Jan 2018
Led design, development and implementation of a web application to significantly streamline the cost calculation and content development process.

PROJECTS

Distributed Library Management System   *Java*
Developed a Distributed Library Management System for Concordia, McGill and UdeM libraries and users which is highly available and also fault tolerant.

RISK – World Conquest   *Java, Git*
Created a turn based game Risk, which is a strategy board game of diplomacy, conflict and conquest for two to six players. MVC Architecture and different design patterns were implemented.

Guess the Word   *Python*
A word guessing game which gives challenges user's vocabulary along with a feature of scores for each game.

CHARUSAT Coin   *Android, Java, SQL, Git, APIs*
Developed an Android application for cashless transaction on campus and many other features to manage money and safer transaction.

KeepOnPad   *HTML, CSS JavaScript, Firebase*
Real-time collaborative text editor which allows user to view, edit and share information using Firebase.

LEADERSHIP

GOOGLE: APPLIED CS WITH ANDROID | Facilitator
Selected by Google to be a Facilitator and coached over 100 students on various Computer Science fundamental using the Android development platform. Developed various android application during workshops.

DSC App Team | Team Lead
Led university app team to develop Android applications for various festivals and events held at the University. Developed and hosted 'Cognizance' & 'Vrund' on PlayStore.