

Yash Shah

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EDUCATION

•Concordia University

Master of Applied Computer Science

Montreal, Canada

January 2021 - December 2022

Coursework: Distributed System design, Algorithm and design techniques, A.I., Advance Database

•LDRP Institute of technology and Research

Bachelor of Engineering in Computer Science

Gandhinagar, India

August 2016 - July 2020

Coursework: Data Structures, C, C++, JAVA, Software Engineering, SQL, Computer Networks

EXPERIENCE

•KUNJ SERVICES PVT. LTD.

November 2019 - March 2020

Android developer Intern

- Led the development of an application following the principles of Extreme Programming (XP) methodology, delivering three progressive builds to address changing requirements, ensuring optimal code quality and adaptability to evolving market demands
- Analyzed project requirements, identified key features, and recommended implementation strategies; contributed to a 20% increase in customer satisfaction through improved functionality and user experience.
- Collaborated with cross-functional teams, utilized JIRA and Git for project management and version control.

•TOPS TECHNOLOGIES

May 2019 - October 2019

Software Developer Trainee

- Constructed a .NET REST API for Admission Management System
- Enacted asynchronous programming using Tasks, Async, and Await for scalability, Health Checks and Secrets for security, and Unit Testing and TDD for quality assurance. Also, Made use of Git for version control and project management.

•TOPS TECHNOLOGIES

June 2018 - March 2019

Java Developer Trainee

- Led the development of a project from inception to completion, effectively handling requirement changes.
- Learned version control tool - GitHub and adopted CI/CD pipeline to test the code developed before releasing the build. Junit testing framework was used to test all the functional blocks of the system and applied Java-doc for best coding practices

PERSONAL PROJECTS

•Movie Review Application

August 2023 - September 2023

An Application where Movies reviews are posted and stored in database

- Structured and launched a cutting-edge movie review application utilizing Spring Boot, MongoDB, and React.js; facilitated seamless exploration, rating, and reviewing of films, captivating movie enthusiasts worldwide.
- Accomplished storing reviews and returning top 3 reviews from the database.
- Streamlined the addition of various movies into MongoDB, optimizing the review process and ensuring seamless user experience; contributed to increased user engagement and retention rates.

•RISK GAME

January 2021 - April 2021

Recreated a map-based Risk board game.

- A game built 100% in Java where players with assigned armies try to defeat the enemy.
- Administered the requirements and distributed the workload evenly among all 5 team members and prepared different modules of the game.
- Employed the MVC pattern to achieve a clean separation of concerns, enhancing code modularity. Conducted comprehensive testing using JUnit test cases to verify the accuracy and reliability of the game's functionalities.
- Executed almost 95% of the requirements of the project.

•Prism Web App (Cloud Storage made easy)

June 2019 - November 2019

web application created using react and node that stores various data.

- Built application using of Extreme programming (XP) methodology where user could seamlessly upload,edit and retrieve information ensuring easy accessibility to their stored data.
- The application employed encrypted user credentials and implemented role-based access control to 100% safeguard sensitive data from unauthorized access.

TECHNICAL SKILLS

Programming Languages: Java,spring, Spring boot, Python, SQL, C, C++, JavaScript, HTML/CSS.

Softwares: AWS, JIRA, Jenkins | **Web Dev Tools:** Nodejs, VS code, Git, GitHub

IDE: IntelliJ, Eclipse, PyCharm, Postman, Visual Studio. | **Operating system:** Microsoft Windows, Linux, MacOS.

Version Control Tools: Git, Trello | **Databases:** MongoDB, Firebase, Relational Database(MySQL)