# PARSHWA SHAH

602-459-0544 | pshah49@asu.edu | parshwa1999.github.io/ | linkedin.com/in/parshwa1999/ | github.com/parshwa1999

## EDUCATION

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|---|---|
| **Arizona State University, Tempe, AZ** | Jan. 2021 – July 2022* |
| *Master of Science in Computer Science* | *4.0/4.0* |
| **Ahmedabad University, Gujarat, India** | Aug. 2016 – May 2020 |
| *Bachelor of Technology in Information and Communication Technology with magna cum laude* | *3.34/4.0* |

## TECHNICAL SKILLS

**Languages**: Python, Java, C, Shell Scripting, Android, SQL, R, MATLAB, Javascript, C++, HTML, CSS, Octave
**Frameworks, Tools and Libraries**: Django, MongoDB, Spark, Hadoop, NodeJS, Postman API

## EXPERIENCE

**Ocotillo Technology Fabrication Computer Science Intern** — Jan. 2022 - present
*Dry Etch Department, Intel Corporation* — *Chandler, Arizona*
- Created SQL scripts and dashboards to improve quality performance and reduce labour for Dry Etch process engineering department.
- Saved approximately **19 hours of labor work per week** as dashboards eased the process of decision making for sustaining engineers and manufacturing technicians.

**Intern at Bhaskaracharya Inst. for Space App. and Geo-informatics** — Jan. 2020 - May 2020
*Science & Technology Department, Govt. of Gujarat* — *Gandhinagar, India*
- **Automated** the entire pipeline from labelling to performing analysis on Aerial Images by developing a **Django web application** named Achilles ⧉ .
- Reduced labelling time from **15 minutes per image to 7 minutes per image** by automating the process.
- Determined various environmental changes such as deforestation, afforestation and rural changes such as rural development, urbanization etc.

**Computer Vision Intern** — May 2019 - July 2019
*Geeky Bee AI Private Limited* — *Ahmedabad, India*
- Designed and developed an **API** to detect faulty buttons and assure the quality of buttons in a shirt button factory.
- Achieved an accuracy of **99.47%** and increased the throughput of the quality assurance department by **40%**.

## ACADEMIC PROJECTS

**Big-Data as a Service (BDaaS) and Function as a Service (FaaS) for Online Multiplayer Survival Games** ⧉
- Enhanced player's game play by providing him with a **distributed application** for storing and analysing game data of popular games such as PUBG, CS: GO, Fortnite, Dota 2 etc.
- Installed and configured **a cluster of 3 nodes** with **Hadoop, YARN, Spark** and **HBase** on it. HBase was used to store data so that the client can retrieve the game data using a server on **Node.js**. Spark was used to run jobs to perform analysis and provide player's statistics.

**Health Checker** ⧉
- Built a **mobile application** named Achilles Health ⧉ to measure Heart Rate and Respiratory Rate of the user.
- Implemented modules to collect various symptoms of user and store it in database for the purpose of analysis.

## PUBLICATION

**PeR-ViS: Person Retrieval in Video Surveillance using Semantic Description** ⧉ — Jan. 2021
*Parshwa Shah, Arpit Garg, Vandit Gajjar*
- IEEE/CVF Winter Conference on Applications of Computer Vision Workshops (WACVw) - The 3rd International Workshop on Human Activity Detection in multi-camera, Continuous, long-duration Video (HADCV'21), 2021

## CO-CURRICULAR ACTIVITIES

**Class-Representative 2017-2020:** Elected as a part of the student council to represent various issues and difficulties faced by fellow batch-mates.

**Anti-Bullying Student Representative 2017-2019:** Served as a student representative to prevent and report bullying.