Bhavin Shah

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EDUCATION

Master of Science in Computer Science, Rochester Institute of Technology, NY

Expected Dec 2018

Courses: Compiler Construction, Algorithms, Programming Languages Theory, Graph Theory, Computer Networks, Haskell

Bachelor of Engineering in Information Technology, University of Mumbai, India

May 2012

Coursera, Functional Programming Principles in Scala, EPFL

SKILLS

Languages - Java, Scala, Haskell, Python, Elixir, C++, JavaScript, REST, HTML, CSS

Databases - SQL, Neo4j, Cassandra, Postgres

Frameworks - Phoenix, Spring, Struts, Eclipse RCP

Tools - Maven, SBT, Ant, Git, Coq, Linux, Emacs, Vim, Windows, Jenkins, JIRA, YourKit Java Profiler

EXPERIENCE

Software Engineer Intern, Terakeet, Syracuse NY

May 2017 – Aug 2017

- Developed an analytic and tracking framework that listens for various user and account actions for a social network that allows brands to collaborate with influencers. The data collected is then posted to Datadog.
- Implemented a REST API to link and access users social account using developer API from Facebook, Twitter, LinkedIn, Instagram, and Pinterest.

Software Engineer, Itiviti

Feb 2014 – Jul 2016

- Built an Order Management System to trade on Istanbul Bourse. Designed pluggable modules that would validate an order, check risk limit (gross exposure/fat finger) and split large orders into multiple smaller parts. On the return path, the split order parts are reconciled to a single order. Incorporated performance improvements to bring down the round-trip latency below 0.7ms per order.
- Implemented a graphical XML editor in eclipse RCP to create and edit user interfaces for algo strategies in FIXatdl format.
- Implemented market data handling system to manage user subscriptions for stocks (market data) and publish tick by tick updates.

Software Consultant, Dark Horse IT Consulting

Dec 2012 - Jan 2014

- Developed solutions for insurance claims pay-out application using JavaScript and Oracle database.
- Implemented split screen functionality in that increased data entry efficiency by 30 percent.

Grader - Compiler Construction, Rochester Institute of Technology

Jan 2018 – present

PROJECTS

Java Compiler - Constructed a compiler for e-mini Java language through various logical phases such as Lexical analysis, Syntax analysis, Name analysis, Type checking, Byte code generation and Optimization. Implemented a recursive-decent-parser and optimizations like constant folding to reduce size of the generated executable file.

Auto-Program-Verifier - Implemented a program verification engine to verify a simple imperative language. It generates control flow graph and a set of Horn clauses for the program and verifies if the program has a bug or not. The program is verified by consulting Eldarica Horn solver, a model checker for Horn clauses.

Sokoban - Implemented Sokoban game in Haskell involving moving crates through a complex maze into storage locations. (bit.ly/playsokoban)

SAT Solver - Implemented an efficient Boolean Satisfiability Solver using DPLL algorithm. It takes in a Boolean formula in CNF format and determines if there exists an interpretation that satisfies the given formula.

Simple-Type-Checker - Implemented type checking and type inference on a simple λ -calculus language. The program infers type for a given expression i.e. it either finds a type error in an expression, or, it infers a fully determined type.

QJump - Implemented a custom queuing discipline in Linux Traffic Control Module to reduce network interference and provide guaranteed latency in data center networks. It works by rate-limiting the input into the network, so that long queues cannot build up; and prioritizing traffic in the network, so that different applications can use rate-limits that suit them best.

Routing-Info-Protocol - Implemented active RIPv2 (distance-vector routing protocol) that recovers from failed links/routers and avoids count to count to infinity problem using split-horizon routing with poison reverse.