SHAMEIZ RANGWALA

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EDUCATION

University of Waterloo
Bachelor of Computer
Science Co-op, 2021

SUMMARY OF SKILLS

- **Languages:** Python, C++, Go, Java, Hack, Swift, JS
- **Tools/Frameworks:** Flask, Node.js, ARKit, Angular.js, React.js
- **Databases:** PostgreSQL, MongoDB, Scuba, Hive

EXPERIENCE

COINBASE · Software Engineer Intern, Coinbase Prime   Jan. 2021 to Apr. 2021
- Developed a cryptocurrency trading platform for market makers and high frequency traders using Go and React
- Built functionality for institutions to independently customize their investment vehicles making the process 10x faster
- Implemented the FIDO2 web authentication protocol for secure institutional transactions and portfolio management

AMAZON · Software Engineer Intern, Amazon Web Services   Sept. 2020 to Dec. 2020
- Worked on Aurora Serverless to provide on-demand, auto-scaling configuration for cloud databases using Java
- Developed a DNS library to reduce latency when communicating with over 100K Aurora DB clusters using Route 53
- Optimized the creation of Amazon Virtual Private Cloud Endpoints to increase customer cost savings by 25%

FACEBOOK · Software Engineer Intern, Instagram Media Infrastructure Jan. 2020 to Apr. 2020
- Developed the new Instagram Media Upload Data Pipeline from scratch and deployed it to over 1 Billion users
- Designed and built the flow of data from client-side to hive and scuba tables in the server using Hack/Python
- Onboarded the data pipeline onto a new logging framework improving logging accuracy by 8%
- Wrote a data validation script to improve the Instagram Media Infrastructure data and reliability by 12%

APPLE · Software Engineer Intern, Core Siri Infrastructure   May 2019 to Sept. 2019
- Created microservices using Python-Flask to parallelize Siri Automated Workflows on Apple's Cloud Platform
- Built a scheduler and a batching mechanism to scale and improve Siri E2E testing times by 300%
- Designed a RESTful API to provision work units using a PostgreSQL database for persistent storage
- Developed an automation framework to test client and server aspects of the Siri workflow using Objective C

SHOPIFY · Software Engineer Intern, Payments and Hardware   Sept. 2018 to Dec. 2018
- Developed and shipped the split payments feature and functionality to over 70K merchants on Shopify Point of Sale
- Reduced regression testing times by 90% by writing Unit, Integration, and UI tests on the iOS platform
- Developed a custom TCP/IP Web Communication Protocol for secure information transfer across devices

ACCEDO (DIGIFLARE INC.) · Multi-Platform Software Engineer   Jan. 2018 to May 2018
- Developed over-the-top, adaptive media streaming JavaScript-based applications for Roku, Web, and PlayStation
- Fully developed, tested and shipped the Sportsnet application for Playstation 4 which now has over 2000 users
- Integrated technologies such as Authentication and Omniture Analytics using tag manager (DTM)

CINEPLEX ENTERTAINMENT · Full-Stack Software Developer   May 2017 to Sept. 2017
- Developed the inaugural CineplexStore app for digital movie rental, purchase and streaming on web and SmartTV
- Used Angular JS, Toast, JavaScript, HTML5 and CSS3 along with Cineplex REST APIs for development
- Setup Jenkins CI to run builds for the Tizen, WebOS, Orsay platforms using shared codebase

PROJECTS

"LERTBIKE": MHACKS X FIRST PLACE PRIZE
- Created a bike safety and alert system using Bluetooth Low Energy sensors, Twilio's API and Python-Flask
- Used YOLO Object Detection API in conjunction with the user's phone camera to prevent biker accidents

"PEOPLESTREAM" : HACK THE NORTH
- Designed and developed a web app (MEAN) that acts as a social media news aggregator and tackles "fake news"
- Worked on front end development as well as used Indico's API to implement NLP sentiment analysis