Jeet Shah

Forward Deployed Engineer

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Education

Columbia University *Sep 2026 – Expected Dec 2027*
M.S. Computer Science, Network Systems Pathway · New York, NY

FLAME University *Aug 2021 – May 2025*
B.Sc. (Hons.) Computer Science; PG Diploma in Interdisciplinary Studies · Pune, India
GPA: 3.77/4.00 (Scholaro U.S. evaluation; CGPA 8.9/10). Merit scholarships: 25% and 60% of tuition.

Engineering Experience

Columbia Software Solutions *Oct 2026 – Present*
Software Engineer

- Building a free martial-arts class aggregator for Santa's Knights through a student-run organization that builds free, custom software for New York City nonprofits and small businesses.

Voltek AI *Oct 2024 – Aug 2026*
Software Engineer (Part-time)

- Led frontend development for an internal battery-research platform used by 10–100 Nanoloy users.
- Built the Next.js orchestration layer for a battery-research assistant supporting OpenAI, Anthropic, Gemini, and xAI, with internal-document retrieval, web search, citations, streamed responses, and chat history.
- Co-maintained NDAX and Neware instrument-data ingestion pipelines with file reconciliation and defensive parsing.
- Replaced join-heavy PostgreSQL process storage with three indexed tables, transactional writes, and validated backfills; reduced observed material-query latency from 3–20 seconds to under 500 ms.

Elevate Fitness *Dec 2025 – Aug 2026*
Software Engineer (Part-time)

- One of two engineers who owned Movynn end to end: a React Native/Expo fitness app backed by Convex and published on the Apple App Store and Google Play in India.
- Built multi-ticket booking and Razorpay payment reconciliation requiring server-confirmed capture before fulfillment.
- Implemented Apple Sign-In and account deletion; added automated tests, CI checks, and release documentation.

National Federation of the Blind Maharashtra *May 2024 – Sep 2024*
Project Solutions Intern

- Interviewed officials at Jagriti School for Blind Girls and field-tested a Raspberry Pi prototype that provided object-identification and navigation cues for students.
- Benchmarked more than 10 object-detection models for edge deployment, comparing accuracy and memory usage.

Selected Projects

Nilakan Programming Language Documentation & Playground

- Owned codebase design and co-designed the language with Prof. Aamod Sane, collaborating with Prajas Naik; built with Codex and Claude Code through T3 Code, reviewing generated code and tests.
- Implement the TypeScript interpreter and browser playground so beginners can try Nilakan without installing it.

TEDxFLAMEUniversity Technology Head, 2024–2025
Managed the website and ticket-booking system for two events, each attended by 250 ticket holders.

Communication and Leadership

Columbia University *Fall 2026*
Teaching Assistant, COMS2702 (AI in Context)
Hold office hours, grade coursework, facilitate discussions, and support assignments in a course of about 180 students.

DotSlash FLAME President, 2023–2024; Treasurer, 2024–2025
Organized programming workshops and student events with more than 30 attendees.

Technical Skills

Delivery and discovery: User interviews, usability testing, Figma prototyping, implementing designer specifications.
AI: OpenAI, Anthropic, Gemini, and xAI APIs; retrieval-augmented generation; Claude Code, Codex, T3 Code.
Languages and frameworks: TypeScript, Python, SQL; Next.js, React, React Native, Expo, FastAPI, PostgreSQL, Convex.
Testing and infrastructure: Vitest, Playwright, pytest, GitHub Actions, Docker, Linux, Sentry.