

Jeet Shah

Technical Project Manager

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Education

Columbia University

M.S. Computer Science, Network Systems Pathway · New York, NY

Sep 2026 – Expected Dec 2027

FLAME University

B.Sc. (Hons.) Computer Science; PG Diploma in Interdisciplinary Studies · Pune, India

CGPA: 8.9/10; merit scholarships covering 25% (2021–2024) and 60% (2024–2025) of tuition.

Aug 2021 – May 2025

Technical Delivery Experience

Elevate Fitness

Software Engineer (Part-time)

Dec 2025 – Aug 2026

- Built and maintained Movynn, a React Native/Expo fitness app backed by Convex and published on the Apple App Store and the Google Play Store in India.
- Implemented native Apple Sign-In and secure session recovery.
- Built multi-ticket booking and Razorpay payment reconciliation, requiring server-confirmed capture before fulfillment.
- Added account deletion, pseudonymization, automated app/backend tests, CI checks, and release documentation.

Voltek AI

Software Engineer (Part-time)

Oct 2024 – Aug 2026

- Led frontend development for a battery-research platform used by 10–100 internal Nanoloy users.
- Delivered a PostgreSQL process-storage redesign with transactional writes and backfill validation; observed material-query latency fell from 3–20 seconds to under 500 ms.
- Built a research assistant combining four model providers, internal-document retrieval, web search, citations, streaming, and chat history.
- Co-maintained instrument-data ingestion with file reconciliation and parsing for incomplete file sets.

National Federation of the Blind Maharashtra

Project Solutions Intern

May 2024 – Sep 2024

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

Leadership and Communication

DotSlash FLAME

Organized programming workshops and student events with more than 30 attendees.

President, 2023–2024; Treasurer, 2024–2025

TEDxFLAMEUniversity

Managed the website and ticket-booking system for two events, each attended by 250 ticket holders; technology team member from 2022–2024.

Technology Head, 2024–2025

FLAME Club Event Delivery

Organized events with 20 to 300+ attendees, working with teams of 5–20. Managed budgets of INR 0–5,000 for smaller events and INR 100,000–200,000 for larger events.

E-Sports, Reading Initiative, Music Club

Project Impact

Established a computer laboratory at Z.P. School in Lavale and taught email, web surfing, and cybersecurity.

Volunteer Teacher, 2024–2025

FLAME Q Centre

Tutored programming, mathematics, and quantitative economics; averaged seven students per academic year.

Peer Tutor, Sep 2022 – Apr 2025

Selected Technical Collaboration

Nilakan Programming Language

• Implement Nilakan with Prajas Naik; language fundamentals designed by Prof. Aamod Sane.

[Documentation & Playground](#)

• Implement the interpreter, CLI, documentation, and browser playground; maintain cross-browser tests.

Skills

Delivery and discovery: User interviews, usability testing, Figma prototyping, release documentation, CI checks, data reconciliation, implementation from designer-provided specifications.

Technical: TypeScript, Python, SQL, React Native, Next.js, PostgreSQL, Convex, Git, GitHub Actions.