Akshay Chalana

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EDUCATION

University of Washington (Cumulative GPA: 3.40)   Sept. 2015 – June 2019 (Expected)
- Major: Computer Science (Data Science) and Mathematics (Intended – Philosophy Track)
- Relevant Coursework: The Hardware/Software Interface, Neural Engineering, Systems Programming, Data Structures & Parallelism, Discrete Math, Probability (In Progress), Intro to Data Management (In Progress)

TECHNICAL SKILLS/LANGUAGES

- Web: HTML/Pug; CSS; JavaScript (including jQuery, Angular.js, React.js, React Native/Phonegap/Ionic); Node.js; Databases (NoSQL: MongoDB, DynamoDB; SQL: MySQL; HDFS) – Proficient with all
- Data Analytics: Apache Spark Python API (Competent); R (Competent)
- General: Java (Proficient); Python (Proficient), C/C++ (Proficient), Racket (Competent)

RELEVANT EXPERIENCE

University of Washington (Seattle, WA)   **Research Assistant**   Dec. 2016 – Present

- Work on SIMPL: Partial Evaluation of Inference Algorithms (Bayes Networks) in Racket
    - Implementation of various models and algorithms using this framework

Tesla (Palo Alto, CA)   **Intern**   June 2016 – Sept. 2016

- Hardware Development Test & Analysis Team
- Developed Features of PHP Hardware Test Data Visualization/Analysis App
- Wrote firmware for STM32 and PIC-based Test Boards
- Developed Python interfaces for test equipment and vehicle components for monitoring and test

UWashington Hyperloop (Seattle, WA)   **Control Systems Engineer**   Aug. 2015 – Present

- Embedded Software Development for SpaceX Hyperloop Pod Development Competition
- Developing a real-time sensor data telemetry system using Microchip PIC18F4685 (programmed in C), an RS-232 interface with provided SpaceX network, and a custom GUI for data visualization (written in Python).

MoneySense (Bothell, WA)   **Founder & Developer**   Jul. 2011 – Present

- Designing Personal Finance education curriculum for High School students with advice from teachers, professors, and industry contacts
- Building/Maintaining online HTML5/CSS3/JS videogame with MEN backend (MongoDB, Express.js, Node.js)
- Received grant from Social Venture Partners as a high school finalist at Social Innovation Fast Pitch

GiveSafe (Seattle, WA)   **Software Development Intern**   December 2015 – June 2016

- Helped to create Merchant Android application for interacting with beacon-holders (homeless individuals)

PERSONAL PROJECTS

GiftGenie.io (CodeDay Spring 2015)
(https://github.com/Ac2zoom/giftgenie.io)
Gift suggestion web app (Node.js) based on Facebook likes & Amazon/Goodreads APIs (built entire backend)

Playsmid (DubHacks 2016)
(http://devpost.com/software/playsmid)
Online videogame platform (Node.js app) for Synthetic Biology education and simulation (built backend and some frontend functionality).

Bodyguard (Top 30 @ PennApps Jan. 2016)
(http://www.devpost.com/software/pennapps11am)
Android app for automatic emergency notification to friends/family/emergency services through voice commands. (built backend and various components of frontend)

Waitr.ai (AngelHack Silicon Valley 2016)
(http://www.hackathon.io/waitr-ai)
Amazon Alexa Skill human replacement for drive-thru restaurants (built frontend and NLP parsing for backend).