Sahil Dhanju

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Education:

Texas A&M University – College Station, TX **May 2018**

- **Bachelor of Science in Computer Science** **GPA: 3.95**
- **Minor in Art (Focus on Graphic Design)**
- **ACE Scholars Honors Program** (Computer Science and Engineering Honors)
- **Coursework**

Computer Organization	Design and Analysis of Algorithms	Programming Studio
Functional Programming	Computer Systems	Linear Algebra

Personal Projects:

QuickTry: **(1st place at Open Source Hack)** **April 2016**

- Run Stack Overflow code snippets in the browser. Changed the code snippet into an editor which then can submit the code to a server that returns the output of the code and displays it in the browser.
- Used Flask, Python, and Docker for the backend. Javascript and CSS for the chrome plugin.

StreamLighter: **(Microsoft Sponsor Prize at HackRice)** **January 2016**

- Automatically highlighted and downloaded clips during a Twitch live stream based on the density of chat messages per second.
- Used Python, Node.js, HTML, CSS Javascript

Recall: **(2 sponsor prizes at PennApps)** **January 2016**

- A wearable device for early to mid-stage Alzheimer's which allows them to ask questions about their personal life (family, friends, memories, events) and also general knowledge questions.
- Used Python, Houndify, Node.js, Ionic, Raspberry Pi and 3D printed hardware.

Hola: **(4th place at Hack The Planet)** **August 2015**

- Learn a language while texting other people. The user can text a friend in Spanish, it gets translated to English for the friend, the friend texts back in English and it gets translated to Spanish.
- Used Node.js, Express.js, Sockets.io, Twilio and Parse. The front-end was built in Sass.

Skills:

Languages: Java, C++11/14, Javascript, Go, Python, C#, HTML, CSS, Swift, Haskell, Ruby
Frameworks: Boost, JQuery, SQL, Rails, Flask, Express, MongoDB, NumPy, Electron
Technologies: Unix/Linux, Visual Studio, IntelliJ, Git, TFS, Xcode, PyCharm, Vim, AWS, Heroku

Experience:

Software Engineering Intern – **Google** **May 2016 – August 2016**

- Intern on the Android Graphics team, specifically on the SurfaceFlinger team, the service that composes image streams generated from visible apps and then displayed on screen at VSync events.
- Developed a Capture/Replay mechanism for SurfaceFlinger with another intern which would hook into SurfaceFlinger and intercepted function calls. These calls were then serialized to a trace file and saved. The file can then be reloaded at some other point and replayed to stress test the service.
- Used C++, Python and Git for version control.

Software Development Internship - **OSIsoft** **May 2015 – August 2015**

- Built a debugging tool used to stream data from a Windows named pipe to Wireshark (C++, C, Boost)
- Modernized CodedUI tests by using UI Automation in order to work on non-English machines (C#, MTM)
- Built an interactive website using the Bootstrap framework (HTML, CSS, Javascript)

High Energy Particle Noise Cancelation (Physics Research – Brazos Cluster)**:** **January 2015 - April 2015**

- Finding an algorithm to try and associate different particles to different collisions
- Involved solving a problem like the Subset Sum problem and Dynamic Programming.

Student Organizations:

TAMUHack President **November 2016 - Present**

- Hosts and organizes Texas A&M's largest annual Hackathon that hosts around 350-400 students
- Organized events year round regarding company recruiting, technical workshops, etc.
- Talk at different events and classrooms to market the hackathon to sponsors and students

CodePath Student Leader **January 2016 – April 2016**

- Proctored an iOS development class with around 30 students.
- Helped students with programming and swift related concepts, designing an app and fixing bugs
- The class taught Xcode, Swift, Parse and Git

Texas A&M Model UN (Former Secretary of Technology) **January 2015 – October 2015**

- Built the general website of the organization and the overall design and branding.