# SHELVIN SINGH

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## Education

**University of California, Berkeley,** *Electrical Engineering and Computer Science, B.S.* **Dec 2018**

- **Courses: Artificial Intelligence, Computer Architecture, Data Structures, Databases, Efficient Algorithms, Networking, Security, Optimization Models, Probability**
- **GPA: 3.79/4.00**

## Experience

**Orchestrade Financial Systems,** *Software Engineer* **Dec 2018 - Present**

- **Developed Alpha Omega FS as an Import/Export interface to handle post-trade processes to prepare Equity trades for settlement.**
- **Worked directly with bank and hedge fund clients to implement trade and transaction file layouts of Goldman Sachs, Morgan Stanley, HSBC, Credit Suisse, and Citi for Bonds, Equity, Repos, Options, Futures, and FX.**
- **Implemented feature as Excel-DNA add in to allow users to load Risk Reports from Risk Server directly into Excel in real time.**

**University of California, Berkeley,** *Lab TA* **Jan 2017 – May 2017**

- **Assisted introductory Computer Science students with setting up coding environments, understanding concepts covered in lecture, and developing better coding practices.**

**Sierra College,** *Physics and Mathematics Tutor* **March 2014 – May 2016**

- **Lead students on an individual and group level to develop a deeper understanding of course material.**
- **Courses taught: Algebra, Calculus, Differential Equations, Statistics, Linear Algebra, Mechanics, Electricity and Magnetism, and Waves.**

## Projects

**Colors,** *React* **Nov 2019**

- **Built a hybrid clone of Flat UI Colors and Material UI Colors from scratch.**
- **Users can select and copy 180 CSS friendly color codes from 9 unique palettes as well as design their own palette.**

**Google Keep,** *Node.js, MongoDB* **July 2019**

- **Built lightweight note tracking clone of Google Keep that maintains and updates note taking state using MongoDB.**

**Pac-Man A.I.,** *Python* **May 2019**

- **Implemented logic for bot that can optimally play Pac-Man based on goals.**
- **Key ideas include state-space search algorithms, Minimax algorithm, Markov Decision Processes with alpha-beta pruning, Bayes' Nets, and Reinforcement Learning.**

## Skills

- **Proficient: Python, Java, C#, SQL, Git, Subversion, NumPy, HTML, CSS, Pandas**
- **Experience: JavaScript, Django, React, NoSQL, Swift, Node.js, REST, Bootstrap**