Rohan Shah

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EDUCATION

University of Illinois at Urbana-Champaign

Champaign, IL

B.S. in Computer Engineering, GPA: 3.7/4.0

Est. Grad - Dec. 2026

 Coursework: Data Structures & Algorithms, Digital Systems Lab, Computer Systems & Programming, Probability with Engr. Applications, Discrete Math, Intro to Circuits & Electronics

WORK EXPERIENCE

Siemens

Palo Alto, CA

Incoming Hardware Engineer Intern

May 2025 - Aug 2025

Varian

Palo Alto, CA

Software Automation Intern

May 2024 - Aug 2024

- Designed and deployed a **Tkinter**-based **Python** application with **Pandas** and **OpenPyXL** to parse database exports, delivering an intuitive **GUI** to eliminate 1,000+ hours of labor.
- Engineered a metadata-mapping pipeline to index, normalize and reconcile **4+ years** of legacy design documentation—over **1,000 files**—enabling audit readiness and data-driven decision support.
- Automated SBOM validation in Python—processing **100+ components** per run and embedding updates for **5+** cybersecurity regulations—to bolster compliance scores, reduce audit cycle times, and boost software security.

BioSensors Laboratory — University of Illinois

Champaign, IL

Research Assistant

Jan 2024 - Jan 2025

- Co-authored a paper with Dr. Viktor Gruev and 5 + PhD students on novel in-vivo microscopic cancer imaging protocols, enhancing cellular contrast and improving diagnostic accuracy across diverse samples.
- Engineered a precision camera mount in Fusion 360, achieving stable outputs, increasing image resolution by 20%.
- Prototyped and validated multiple 3D-printed components to streamline equipment assembly and data collection, saving over
 100 R&D hours and accelerating project milestones.

The Jay Koo Academy

Saratoga, CA

Research and Development Intern

May 2023 - Aug 2023

- Led the prototyping and user testing of a modular **digital SAT platform**, coordinating with 10 top-university contributors to refine accessibility, resulting in a deployment to over **1,500 students**.
- Authored and curated a library of 1,000+ tiered Mathematics and English questions in LaTeX—leveraging user-accuracy to enable performance-based scaling and reduce content production time by 40%.
- o Developed and executed QA protocols—including unit tests and integration checks, saving 100+ hours

Projects

- FPGA Based Game Jetpack Joyride: Devised and implemented an interactive FPGA-based game on a Xilinx Spartan-7 using SystemVerilog, leveraging BRAM, frame buffers, and VGA for 60Hz on-screen graphics; integrated a MicroBlaze soft-core to manage SPI/UART peripherals for real-time input, state, and game logic.
- 16-bit RISC Microprocessor: Designed and implemented a 16-bit RISC (SLC-3) microprocessor in SystemVerilog with an register file, ALU, and state-based instruction sequencing. Optimized memory-mapped I/O using address decoding and hazard mitigation for reduced latency. Verified results through timing waveforms.
- Self-Guiding Autonomous Rover: Modeled the rover chassis in SOLIDWORKS; programmed Arduino in C to interface with ultrasonic and IR sensors for real-time obstacle detection, path planning, and motor control to achieve fully autonomous navigation.
- FIRST Tech Challenge: Outlined robot designs in Fusion360 and managed code in Git; developed Java control software integrating actuators and wiring, and implemented TensorFlow-based image detection for autonomous tasks. Competed in tri-annual tournaments.

SKILLS

Languages: Python, C++, C, SystemVerilog, VHDL (Summer 2025), SQLite, ReactJS, TailwindCSS, HTML

Technologies: Xilinx Vivado, Vitis, MicroBlaze SoC, SDLC, Object-Oriented Programming, Visual Studio, Adobe Creative Cloud, Google Suite

Libraries and Tools: Node.js, Vite, UART, SPI, NumPy, pandas, matplotlib, Tabula, OpenPyXL, Tkinter, Microsoft Office, Adobe Creative Cloud, Docker, Git; CAD: Autodesk Fusion 360, SOLIDWORKS

Honors & Awards: Siemens STEM Scholar, Presidential Volunteer Service Award - Gold, California State Honor Seal