Sahil Ashar

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EDUCATION

Bachelor of Science, Electrical and Computer Engineering (May 2020)
> The University of Texas at Austin

Related Courses: Embedded Systems, Digital Logic Design, Advanced Circuit Theory, Intro to Management, Software Design and Implementation I & II, Signals and Systems, Requirements Engineering, Algorithms, Operating Systems, Concurrent and Distributed Systems, Engineering Communication, Rocket Engineering Practicum, Software Testing

SKILLS

Programming Languages: Java, C, C++, Python, ARM Assembly, Git, Bash, x86 Assembly, C#, Verilog, .NET, Angular, HTML, CSS, MATLAB
Software and Cloud: AWS, JIRA Software, Visual Studio Toolbox, KiCad, PCBArtist, Linux/UNIX, Windows

WORK EXPERIENCE

Systems Engineering Intern, *Riot Games*   **05/19 – present**
- Developing automated Data Pipelines to ensure consistency across multiple global data centers
- Improving data collection and retrieval methods by creating a new API, for use within other client products
- Developing a containerized version of an automated server imaging tool, for ease of global management
- Triaging live issues occurring during roll-out of new features and game modes

Lead AvGNC Systems Engineer, *Texas Rocket Engineering Lab*   **01/19 – present**
- Managing a team of 14 undergraduate and 4 graduate students
- Developing software and sensor packages for recovery module deployment and data acquisition
- Developing distributed architecture for onboard flight computers to ensure consistent global states
- Implemented Agile standardization for TREL, improving efficiency of by 50%

Software Engineering Intern, *Fidelity Investments*   **05/18 – 08/18**
- Developed redesign of main product to improve Account Transfer speeds by 25%
- Oversaw the end-to-end development of an internal testing tool, to upgrade QA and Testing standards
- Drafted mock plan for a new product, defined the client-side requirements, and created a release timetable
- Nominated for "Intern of the Summer"

Software Engineering/Project Management Intern, *Fidelity Investments*   **05/17 – 08/17**

PROJECT EXPERIENCE

Space   **01/17 – 05/17**
- Led hardware assembly and software development for an adaption of the classic Space Invaders
- Wrote C and ARM Assembly code for use on the TM4C123G microcontroller
- Built DAC, ADC, and UART systems for hardware gameplay

AFFILIATIONS

Student Engineering Council
> Independent Initiatives Lead   **08/18 – present**
> Academic Affairs Corporate Relations Chair   **08/17 – 07/18**
> Engineering Research Events Team Lead   **08/16 – 07/17**

Research Student Advisory Council   **01/17 – 01/18**
Institute of Electrical and Electronics Engineers   **08/16 – present**

ACCOMPLISHMENTS

Taco Bell Live Más Scholar - *2016, 2018, 2019*	Presidential Service Award – Gold, *2015*
Presidential Service Award – Silver, *2016*	Eagle Scout, *2014*