

SHASHANK SAXENA

COMPUTER ENGINEERING

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Skills

EXPERIENCED WITH

Java
C++
C
Python
JavaScript
Node.js
HTML/CSS
VB.NET/C#
SharePoint
NoSQL

FAMILIAR WITH

SQL
Swift
MATLAB
Django
React.js
Flask

Courses

Virtual Reality
Data Structures
Computer Systems & Programming
Discrete Structures
Data Science Foundations
Algorithms & Models of Computation

Activities

IEEE@UIUC
ACM@UIUC
SIG WebMonkeys
SIG VRST
ADSA

Education

University of Illinois Urbana-Champaign
B.S. Computer Engineering 2018

Employment

Reconstruct

Software Engineer

Sep 2016 to Current

- Researching under Professor Derek Hoiem regarding computer vision and machine learning
- Maintaining backend server that serves as a portal to the website
- Using three.js, Node.js, MongoDB, and GitHub

AllState

Application Developer Intern

May 2016 to Aug 2016

- Automated a large chunk of the processing of policy information
- Worked mostly on internal web apps (backend)
- Used C# and XML in Visual Studio along with SQL Server Management Studio with LINQ queries

StateFarm

Systems/IT Intern

May 2015 to May 2016

- Implemented an internal Windows application that for marketers to keep track of incoming customers
- Used VB.NET and Microsoft's Jet engine
- Updated and completely reworked internal website for interns
- Used MEAN stack, but more focused towards backend

DotStar

Project Manager

Aug 2015 to Dec 2015

- Selected for course staff for CS196 - Honors introductory class
- Worked on Android app that would incorporate several different social networking sites into one, centralized location
- Lead a team of freshman using the Android SDK, and various social networking APIs

Projects

ticktagg - Independent Project

- Integrated several social networking websites into one, centralized location for quick and easy share of information
- Used Node.js, Firebase, ExpressJS and the Jade templating engine

UIUCUMTD - Independent Project

- Created a Pebble smartwatch app that gives users current bus stop information based on current location
- Used CloudPebble with PebbleJS and CUMTD's API

phoneify - Open Source Contribution

- Built an npm module that would ease in the parsing of US phone numbers in a couple of different formats

Flash Me - Hackathon

- Developed an iOS and web app that would assist students in memorizing information by using flashcards online
- Kept track of academic scores and displayed it on a chart that showed scores versus time
- Used Node.js, Firebase, ejs templating engine, Xcode, and various front-end libraries

Homefront - Hackathon (4th place)

- Created a Pebble smartwatch app that gets the status of your home based on sensor information
- Used CloudPebble with PebbleJS and AllState's Internet of Things (IoT) API

eParking - Project Lead

- Simulated a parking meter using a database to contain current parking values
- Worked with Raspberry Pi and updated LED information based on a certain parking spot
- Used Python with the Requests library

VRMD - Subteam Project Lead

- Updated virtual reality project dealing with safety awareness training
- Worked on laparoscopic and heart surgery with human body
- Used Unity, C#, and the Oculus SDK

SplitSave - Hackathon

- Devised a webapp that would keep track of personal finances and display it across a chart over time
- Goal was to help people realize their spending habits and adjust accordingly
- Used Node.js, Firebase, ExpressJS and various front-end libraries and frameworks