

# SHASHANK SAXENA

## COMPUTER ENGINEERING

✉ ssaxen4@illinois.edu  
🌐 shashanksaxena.me  
☎ (847) 804-4128  
📍 310 East Springfield Ave.  
🌐 linkedin.com/in/shank96  
🔑 Salit999

## 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 an

### 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 Lead Developer

- 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