

# SHASHANK SAXENA

## COMPUTER ENGINEERING

✉ ssaxen4@illinois.edu

🌐 shashanksaxena.me

☎ (847) 804-4128

in linkedin.com/in/shank96

🔗 Salil999

## 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

## 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 Dec 2016

- Worked under Professor Derek Hoem in the initial stages of the startup company that dealt with visualizing construction sites
- Maintaining backend server that serves as a portal to the website
- Using Node.js, AWS S3, 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

### goodMorning - Independent Project

- Developed a service that would get data off of my Trello board and send me a text every morning at 8 AM
- Used Twilio to send messages and set up a small node script hosted on Heroku with a scheduler

### Enrich - Hackathon (Sponsor Winner)

- Developed the backend to iOS and web app that would take a portion of payments to the stock of what was paid for
- App intended for people with limited knowledge of the stock market to implicitly invest into stocks
- Used Node.js, ExpressJS, MongoDB and GitHub

### 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 the backend to an iOS and web app that would aid students in memorizing information by using online flashcards
- 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

- 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 using Python and the requests library
- Worked with Raspberry Pi and updated LED information based on a certain parking spot

### VRMD - Subteam Lead Developer

- Updated VR project dealing with safety awareness training focusing on laparoscopic and heart surgery with human body
- Used Unity, C#, and the Oculus SDK with Oculus Touch integration

### SplitSave - Hackathon

- Devised a web app that would keep track of personal finances and display it on 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