

# SHASHANK SAXENA

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## ► EMPLOYMENT

### Capital One · Data Engineering Intern | Champaign, IL

May 2017 to Current

- Designed scalable architecture and database schemas for use with existing Capital One technology
- Implemented a 4-way pipeline to process big data and served content through RESTful web API
- Worked with Apache Kafka, Accumulo, Spark, and Flask

### Reconstruct · Software Engineering Intern | Champaign, IL

Sep 2016 to Dec 2016

- Worked in the initial stages of startup 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 | Northbrook, IL

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 · Software Engineering Intern | Champaign, IL

May 2015 to May 2016

- Implemented an internal Windows application that let marketers keep track of incoming customers
- Used VB.NET and Microsoft's Jet engine
- Updated and completely reworked internal website for interns
- Used MEAN stack with backend focus

### DotStar · Project Manager | UIUC

Aug 2015 to Dec 2015

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

## ► PROJECTS

### Enrich - Hackathon (Sponsor Winner)

- Developed backend to app that would take portion of payments and invest it in the receiving business
- App intended for people with limited knowledge of the stock market to implicitly invest into stocks
- Used Node.js, ExpressJS, and MongoDB

### phoneify - Open Source Contribution

- Built an npm module that would ease parsing of US phone numbers in different formats
- Over 1000+ downloads

### Riskulizer - Hackathon (2nd Place Winner)

- Developed backend to app that visualized data from calamities and displayed affected areas
- Goal was to convert data into a visualization (around 100k+ data points)
- Used Flask as a RESTful API service, and various front-end graphing libraries in JavaScript

### MangOS - Team Project

- Designed a kernel from nearly nothing
- Implemented file systems, hardware initializations, execute/halt, interrupts, and scheduling
- Used C and x86

### 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

**Many more on [GitHub!](#)**

## ► EDUCATION

University of Illinois  
Urbana-Champaign

B.S. Computer Engineering 2018

## ► SKILLS

### PROFICIENT WITH

Java

C++

C

x86

Python

JavaScript

Node.js

HTML/CSS

VB.NET/C#

### EXPERIENCED WITH

SQL

Swift

MATLAB

Django

React

NoSQL

Apache Kafka

Apache Spark

Apache Accumulo

## ► COURSES

Virtual Reality

Computer Systems  
Programming

Data Science

Machine Learning

Operating Systems

Text Information Systems

## ► ACTIVITIES

Chair of SIG VRST

ACM@UIUC

SIG WebMonkeys

ADSA