

Shantanu Tulshibagwale

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EDUCATION

UNIVERSITY OF ILLINOIS
URBANA-CHAMPAIGN
B.S. IN COMPUTER SCIENCE
Expected May 2019

LINKS

Github:// [ShanTulshi](#)
LinkedIn:// [shantulshi](#)
Instagram:// [shantulshi](#)
Resume:// [notgood.site/resume](#)

COURSEWORK

Applied Machine Learning
Computer Security
Security Lab
Comm. Networks
UX Design
Web Development
Virtual Reality
Computational Linguistics
Cognitive Science
Algorithms
Systems Programming
Computer Architecture
Data Structures

SKILLS

Skilled:
Java • Python • C++ • C • Haskell
Javascript/Typescript • git
Proficient:
Go • C# • React JS • Assembly •
L^AT_EX • Android • Docker •
Kubernetes
Familiar:
Rust • MySQL • HTML • CSS

INVOLVEMENT

Reflections|Projections
Chai Town
Hackillinois
CS@Illinois SAIL

Last updated on 24th July 2018

EXPERIENCE

MICROSOFT | SOFTWARE ENGINEERING INTERN

June - August 2018 | Seattle, WA

- Building experience to import samples from documentation to Azure Automation
- Collaborating across teams to define interface and technical spec

CS 498 VIRTUAL REALITY | COURSE STAFF

January 2017 - Present | Urbana, IL

- Wrote midterms and created new project to help teach this landmark course.
- Advising teams of students to create their final projects.
- Now exploring VR's potential film and outreach applications.

EBAY | SOFTWARE ENGINEERING INTERN

May - August 2017 | San Jose, CA

- Built monitoring application to aggregate metric data across infrastructure and services running on Kubernetes.
- Generated health scoring model to indicate a running application's or hardware node's health.

SECURITY AND PRIVACY RESEARCH | RESEARCH ASSISTANT

August 2017 - Present | Champaign, IL

- Built Google Speech API connectivity for project testing and breaking voice recognition services.

JUMP TRADING | SOFTWARE ENGINEERING INTERN

September 2016 - May 2017 | Champaign, IL

- Worked on Jump's groundbreaking Bitcoin trading platform.
- Built configuration writing and testing tools for platform and model settings.
- Connected platform to exchange, wrote new, reusable TCP interface.

AMPOOL.IO | SOFTWARE AND MACHINE LEARNING INTERN

May 2016 - August 2016 | Santa Clara, CA

- Helped create a client API in Java, then built connectors for Python and R.
- Created a movie recommendations engine example, a simple regression and clustering model using these connectors to demonstrate Ampool.
- My work helped Ampool win a contract with a leading CRM provider.

PROJECTS

REFLECTIONS|PROJECTIONS | SYSTEMS LEAD, CONTENT & LOGISTICS

February - September 2017 | Urbana, IL

- Led team for final stages of web systems development.
- Selected and planned logistics for speakers for the conference as a team.

BUILD-A-BOT WORKSHOP | CLASS TEACHER FOR CS@ILLINOIS SAIL

April 2017 | Urbana, IL

- Taught class on building a Markov chain bot to high school students.
- Wrote and thoroughly documented codebase for maximum readability for novices.

MOVES LIKE ESCHER | TRIPPY PUZZLING IN VR

September - December 2016 | [GitHub.com/ChadFranzen/MovesLikeEscher](#)

- Worked in a team to create this VR puzzle game for Oculus Rift in Unity3D.
- Personally worked on modified gravity, warped space, and designed hardest level.