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 •
LaTeX • Android • Docker •
Kubernetes
Familiar:
Rust • MySQL • HTML • CSS

INVOLVEMENT

Reflections|Projections
Chai Town
Hackillinois
CS@Illinois SAIL

Last updated on 25th July 2018

EXPERIENCE

MICROSOFT | Software Engineering Intern
June - August 2018 | Seattle, WA
- Built system to easily import code samples from documentation to Azure Automation.
- Collaborated across teams to create and iterate on feature design and implementation.

CS 498 VIRTUAL REALITY | Course Staff
January 2017 - Present | Urbana, IL
- Wrote midterms and created new projects to help teach this landmark course.
- Mentored and managed teams of students to create their final projects.
- Harnessed the class to help build cross-department research projects.

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 - May 2018 | 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 performant and 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 libraries Python and R.
- Created a regression and clustering-based movie recommendations engine example.
- My library 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 readibility for novices.

MOVES LIKE ESCHER | Trippy Puzzling in VR
September - December 2016 | GitHub.com/ChadFranzen/MovesLikeEscher
- Worked in a team to create a VR puzzle game for Oculus Rift in Unity3D.
- Personally modified gravity, warped space, and designed hardest level.