

# Shantanu Tulshibagwale

<https://notgood.site>  
shan@notgood.site | (408) 686 4294

## EDUCATION

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

## LINKS

GitHub:// [ShanTulshi](#)  
LinkedIn:// [shantulshi](#)  
Instagram:// [shantulshi](#)  
Resume (PDF):// [goo.gl/9rJJfn](#)

## COURSEWORK

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 • git

**Proficient:**

Go • C# • CSS • Assembly •  $\LaTeX$   
Android • Docker • Kubernetes

**Familiar:**

Rust • MySQL • HTML • CSS

## INVOLVEMENT

Reflections|Projections  
Chai Town  
Hackillinois  
CS@Illinois SAIL  
Last updated on 13th February 2018

## EXPERIENCE

### EBAY | SOFTWARE ENGINEERING INTERN

May 2017 - 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.

### CS 498 VIRTUAL REALITY | COURSE STAFF

January 2017 - Present | Urbana, IL

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

### 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 speakers for the conference as a team.
- Worked out housing and transport logistics for guests.

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

April 2017

- Taught class on building a Markov chain bot to high school students.
- Wrote codebase from scratch, with training data from Twitter and Reddit.
- All code is well-documented and easy to read, to facilitate students' learning.

### MOVES LIKE ESCHER | TRIPPY PUZZLING IN VR

September - December 2016

- Worked in a team to create this VR puzzle game for Oculus Rift in Unity3D.
- Built a world where gravity and space itself warp!
- Personally worked on modified gravity, warped space, and built the third level.