

Shantanu Tulshibagwale

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Education:



University of Illinois at Urbana Champaign

Bachelor of Science in Computer Science | James Honors Scholar

Urbana-Champaign, IL

August 2015-May 2019

Relevant Classes: Fall 2015 - Discrete Structures + Freshman Honors;

Technical GPA: 3.89

Spring 2016 - Data Structures + Computer Architecture, CA for Freshman Honors

Fall 2016 – System Programming + Data Mining + Virtual Reality

Skills:

Proficient In: C++, Java, Python, C, Android, Arduino

Familiar with: Pebble Development, Full Stack Web (HTML/CSS/JS, Django)

Experience:

Machine Learning Intern at Ampool

Santa Clara, CA

May 2016-Present

Currently working with the developers of an in-memory database to build connectors to their service and build a demo to showcase it.

Software Intern at Persistent Systems

Pune, India

June-August 2014

Worked on the UI and Bluetooth connectivity parts of an Android app to collect, process and store data from medical devices, visualize the information, and transmit to a doctor.

Projects:

Organizer at CS@Illinois Sail

Champaign, IL

January 2016 – present

- Organizing an event for hundreds admitted high school seniors to sample a day in the life of a student in CS@Illinois in its second year running.
- My responsibilities: Website development, branding, internal operations.

Staff at HackIllinois

Champaign, IL

August 2015 – March 2016

- Responsible for creating an LED tent and working on a four-story LED 'I' logo, working on the floor during the event, and planning floor layouts for the largest hackathon in Illinois.

Slapp - Information Exchange for Wearables

September – December 2015

- App exchanges contact information with a high-five. Pitched and developed in CS 196 Honors at UIUC for Android, Android Wear, iOS, and Pebble.
- My responsibilities: Team Captain, Web backend (Python/SQLAlchemy), Pebble app, Android Wear app.

Fire Recognition and Extinguishment Device (F.R.E.D.) – Firefighting Robot

June 2014

- Designed, built, coded, and tested a firefighting robot, working full time with two teammates for three weeks, with pathfinding and world modeling, all in a \$40 budget.
- My responsibilities – robot design, programming Arduino, heat detection array circuitry, building and wiring the chassis.

Build Lead at Monta Vista Robotics Team 115

Cupertino, CA

February 2014-June 2015

- Led teams of students to build specific parts of our competitive team's robot and took it to competitions.
- Worked primarily on mechanical aspects and design of robots for both years, also on team Android app.

CodeRAIcer - Competitive Coding Game

Santa Clara, CA

Feb 2014

- Worked with a team on an online game at HSHacks that allowed players to code AI cars to race each other.
- My responsibilities: website frontend, accounts system. Utilized HTML/CSS/JS.

VP at TeenHackathon

Santa Clara, CA

September 2014 - March 2015

- Started a high school hackathon in Silicon Valley. My responsibilities included getting sponsorships from companies like PayPal and Leangap, building the website, marketing and setting up logistics.