Shantanu Tulshibagwale

८(408) 686-4294 • ⊠tulshib2@illinois.edu • ⊕ shantulshi.github.io

Education:



University of Illinois at Urbana Champaign

Bachelor of Science in Computer Science | James Honors Scholar

Expected Dec 2018
Tech GPA: 3.83/4

Relevant Classes:

Data Structures (Honors)
Languages and Compilers
Computational Linguistics

Computer Architecture Computer Security

Systems (Honors) Virtual Reality

Skills:

Proficient in: Java, Python, C++, C, Haskell, MIPS, Verilog, git, Android, Arduino

Familiar with: Unity3D (C#), Full Stack Web (HTML/CSS/JS, Django), Pebble Development;

Experience:

Software Engineering Intern at Jump Trading Champaign, IL

September 2016 - present

Developed configuration and testing tools for one of the leading private quant trading firms to develop a new Bitcoin trading platform, built for high performance, longevity, and extensibility.

Machine Learning Intern at **Ampool**

Santa Clara, CA

May-August 2016

Designed and implemented a user-facing API in Python and R for this Java-based in-memory database software. Built a machine learning use case to demonstrate the effectiveness of Ampool tech for handling high traffic.

My work won the company contracts with a leading CRM provider.

Software Intern at Persistent Systems

Pune, India

June-August 2014

Developed 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:

Moves Like Escher – Trippy Puzzling in VR

September – December 2016

VR puzzle game demo for the Oculus, in a world where space and gravity themselves warp!

My responsibilities: Game mechanics design, gravity scripts, Level 3 build, testing, (WIP) port to non-VR systems.

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 Leader, Web backend (Python/SQLAlchemy), Pebble app, Android Wear app.

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

June - July 2014

Designed, built, and tested a firefighting robot, alongside two teammates, with pathfinding and world modeling. My responsibilities: programming Arduino, heat detection array circuitry, building and wiring the chassis.

Additional Experience:

Course Staff for Virtual Reality

Champaign, IL

January 2017 - present

Treasurer at Chai Town Acapella

Champaign, IL

June 2016 - present

Singer in an acapella group that tours the country every year, performing for thousands of fans.

Responsibilities: Managing finances for the group, getting funding, making final decisions on group purchases.

Staff at HackIllinois Champaign, IL August 2015 – present

Responsible for creating an application to effectively assign judges, 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.

Organizer at CS@Illinois Sail

Champaign, IL

January – August 2016

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.