Shantanu Tulshibagwale

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EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

B.S. in Computer Science

Expected Dec 2018 |
Champaign-Urbana, IL

LINKS

Github:// **ShanTulshi**
LinkedIn:// **shantulshi**
Instagram:// **shantulshi**
Resume (PDF):// **goo.gl/Epzedo**

COURSEWORK

Computer Security
Computational Photography
Web Development
Computational Linguistics
Cognitive Science
Virtual Reality •Teaching Asst 2x
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 29th August 2017

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 whether a running application or hardware node is healthy.
- Contributing to Elastic's metric collection software, Metricbeat.

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

- Ampool is an in-memory database, which enables real-time data processing.
- I helped create a client API in Java, then built connectors for Python and R.
- I 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. Read more about my colleague's experience here: goo.gl/vKxAaq

PROJECTS

REFLECTIONS|PROJECTIONS API | Systems Lead

June 2017 - Present

- Leading the team responsible for software systems and services for Reflections|Projections, a conference at Illinois
- Building a variant of the HackIllinois API tailored to the conference, along with compatibility with typeform.

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 short VR puzzle game for Oculus Rift.
- Built a world where gravity and space itself warp!
- Personally worked on game mechanics, modified gravity, warped space, and built the third level.

SLAPP | Wearable Information Exchange

September - December 2015

- Led team to create an app for Android Wear and Pebble to exchange contact information with a high five.
- Worked on Android and Android Wear apps, as well as the web backend.