

Shantanu Shinde

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EDUCATION

University of Texas at Dallas , Richardson, TX, United States	Expected: May 2026
<i>Master of Science, Computer Science – Data Science Track</i>	GPA 3.78
Indian Institute of Information Technology , Nagpur, MH, India	June 2021
<i>Bachelor of Technology, Computer Science and Engineering</i>	GPA 3.75

Coursework: Database Design, Machine Learning, Statistical Methods for Data Science, Big Data Management and Analytics, Natural Language Processing, Design and Analysis of Algorithms, Neural Networks and Deep Learning

TECHNICAL SKILLS

Programming Languages: C++, Python, C#, Java, JavaScript

Tools & Frameworks: Lang Chain, Kubernetes, Apache Spark, .NET, Azure Dev Ops, pytorch, tensorflow, Unreal Engine, Unity3D, Spring boot, git, gRPC, REACT, MySQL, MongoDB, AWS, Azure

Certifications: Deep Learning Specialization, Advanced Data Science Specialization, Reinforcement Learning Specialization

WORK EXPERIENCE

University of Texas at Dallas , Richardson, TX, US	September 2024 – Present
<i>CS Outreach Instructor</i>	
• Helping to conduct and act as instructor for coding workshops and events for school students.	
NI (National Instruments) (Emerson) , Bangalore, India	January 2021 – June 2024
<i>Staff Software Engineer</i>	
• Built internal tools including a GPT-3 based customer support chatbot and a similar Yammer post detector using HuggingFace BERT , pytorch , Power Automate , and Azure Functions , Azure Containers .	
• Contributed to gRPC APIs and configuration utility for NI drivers and devices using Python , C++ , and .NET Core .	
• Implemented Hardware Licensing Activation API using Java , Spring boot , Kubernetes , and Azure Pipelines .	
• Modernized NI Volume License Manager by migrating to encrypted SQLite from SQL CE, using .NET .	
• Awarded “Rookie of the Year” at NI R&D Excellence awards 2022.	
International Institute of Information Technology , Hyderabad, India	May 2019 – August 2019
<i>Summer Intern</i>	
• Developed interactive 3D simulation and computer vision web applications using JavaScript , Python , OpenCV , and Flask .	

ACADEMIC & PERSONAL PROJECTS

CourseCOMET – Course & Professor related QnA bot , University of Texas at Dallas	May 2025
Tools Used: Python, langgraph, MySQL, REACT, NodeJS, Flask, nextjs, Tailwind CSS	
• Used LangGraph and GPT-4 with prompt engineering and database schema to convert text into SQL queries and SQL results into natural language answers, & built a front-end web app using NextJS , NodeJS and Tailwind CSS .	
Sign-opsis – Voice to ASL converter , HackAI 2025, University of Texas at Dallas	April 2025
Tools Used: Python, langgraph, Google MediaPipe, REACT, NextJS, Tailwind CSS, NodeJS, OpenCV, spacy, flask	
• Used ASLCitizens dataset and Google MediaPipe to get coordinates for ASL signs and gestures.	
• Converted speech to text using OpenAI Whisper and then text to ASL gloss tokens using spacy .	
• Rendered 3d model of ASL using PyVista and generated animation video using OpenCV and Moviepy	
• Created a frontend to take in audio/video file & to play the rendered 3d animation video using NextJS .	
Don't Squish the Squirrels – Unity 3D Video Game , Personal project	January 2025-Present
Tools Used: Unity 3D, C#, Game development	
• Fun mini games with the objective of helping cute squirrels collect nuts while avoiding obstacles & predators.	
Character Recognition using CNN , Personal project	January 2020
Tools Used: Python, Tensorflow, Keras, opencv, kivy	
• Trained a CNN using Keras to classify handwritten English characters with 94.73% validation accuracy.	
• Built an interactive app using OpenCV and kivy to detect and classify hand-drawn characters in real time.	