SHIVOHAM ANGAL

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EDUCATION

University of Southern California   **Los Angeles, CA**

Master of Science in Computer Science   Aug 2023 – May 2025

University of Mumbai   **Mumbai, India**

Bachelor of Engineering in Computer Engineering   CGPA: 9.16   Aug 2019 – May 2023

TECHNICAL SKILLS

- Languages: Python, PHP, C#, ReactJS, Dart, Java
- Software & Tools: Git, Docker, Firebase, CakePHP, AWS, Unity (2D/3D), Audacity
- Soft Skills: Logical Thinking, Public Speaking, Collaboration, Problem Solving, Lateral Thinking

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WORK EXPERIENCE

Google Summer of Code (GSoC), Cuneiform Digital Library Initiative (CDLI)   **Remote**

Student Contributor   Jun 2022 - Sept 2022

- Developed a feature to export entity data in various formats including TXT, CSV, JSON, JSON-RDF, and TTL accompanied with a user-friendly interface to select desired export format.
- Designed and implemented a bulk update functionality that streamlined the process of updating artifact properties based on common ones.
- Enhanced the user experience by excluding retired artifacts from search results, ensuring only relevant data was displayed along with a feature to allow users to mark artifacts as retired.
- Inculcated blogging skills (Link) alongside software development (Link).

Intern at VESIT Renaissance Cell (VRC)   **Mumbai, India**

Web Developer   Jun 2021 - Jul 2021

- Created a website to learn Vedic Mathematics Sutras along with a team.
- Curated a questionnaire page to practice questions on sutras and made animated videos supported with textual content to learn sutras.

ACADEMIC PROJECTS

Gujarati Script Recognition for Tata Institute of Fundamental Research (TIFR)   2023

- Devised a framework to generate a digital library of Gujarati newspapers by converting news articles to a textual format.
- Achieved enhanced text recognition by eliminating pictures from articles resulting in an accuracy of 90%.
- Gained experience in Natural Language Processing (NLP), Machine Learning (ML), and making GUI in Python.

3D Platformer   2023

- Developed a 3D platformer game using Unity with multiple levels, SFX, textures and a setup file.
- Implemented a high-score system, level unlocking, main menu, levels menu and saving scores and progress.

Aura Imaging   2022

- Led a research-based project attempting to devise a cheap software solution to visualize aura of a person and derive health-based conclusions.
- Formulated and implemented ways to manipulate images and get an aura image.

- Acquired experience in basic image processing and knowledge about aura.

Discord Quiz Bot 2021
- Built, tested, and deployed a discord bot for quizzes on assorted topics such as movies and trivia having a leaderboard of players in a server and a scoring system. (Link)
- Levelled up Python coding skills and familiarized to a new library.

Website for IEEE-VESIT 2021
- Constructed a website with a team of 5 IEEE committee members for showcasing IEEE events, council members, and sponsors.
- Obtained experience with animations in JavaScript and general web-development.

EXTRA-CURRICULAR AND COMMUNITY INVOLVEMENT
- Served as a coordinator at IEEE-VESIT in Second Year (2021).
- Designed enjoyable events, crafted original questions, and fostered participation with a team.
- Conducted a concise talk on Google Summer of Code (GSoC) to a group of 50 juniors during Hacktoberfest by CodeCell VESIT 2022, demonstrating strong communication skills.
- Participated in Friends and Neighbor's Day at University of Southern California

ACHIEVEMENTS
- Secured #5th position in Code Camp 2.0, a national level team-based hackathon, hosted by ISTE SRM and won a cash prize of INR 1000, in 2020.
- Published a fictional article in the IEEE-VESIT magazine themed on 'Space and Technology' in 2021. Please see page 24, Innovation21 (Link)