Shreyash Shambharkar

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EDUCATION

**Texas A&M University | B.S. in Computer Science** *Expected Graduation: May 2021*

Coursework: Machine Learning, Artificial Intelligence, Computer Architecture, Operating Systems

SKILLS

**Languages**: C++, C, Go, Java, Ruby, Node.JS, Python, Solidity, JavaScript, C#, MATLAB

**Technology:** PostgreSQL, IoT, EdgeX Foundry, Etherium, OIDC/OAuth2.0, TPM, Hyperledger Blockchain

EXPERIENCE

**Software Engineer Intern, Internet of Things** – Dell Technologies *May 2019 – August 2019*

• Built an OpenID Connect/OAuth2.0 layer in Go for EdgeX using VMware Lightwave as an identity provider  
• Developed smart contracts in Solidity for VMware Concord (an Ethereum based Blockchain)  
• Used a TPM chip on a gateway to sign and give data a verifiable identity

**Software Engineering Intern** – Y&L Consulting *May 2018 – August 2018*

• Implemented a blockchain application for automating and monitoring transactions between companies

• Wrote Smart Contracts for the Hyperledger Blockchain in Node.JS

• Utilized frontend code to display data from the Docker Swarm and the Hyperledger Network

**Software Engineering Intern** – Y&L Consulting *May 2017 – August 2017*

• Developed a PDF data scraper in C# to automate form verification services

• Utilized TesseractOCR to create a timesheet reading system for better workflow and faster verification

• Worked with developers to clean up code from a pre-existing project and streamline product functionality

PROJECTS

**Speed Prediction of Pokémon in Double’s Battles ­**– Python Scikit-Learn

• Created a model of the speed stat for Pokémon in the meta using machine learning and the Smogon dataset  
• Wrote the Python code to generate the models and make a speed prediction based on user input  
• Created over Summer 2020 Quarantine with a team of two people

**ThreadJS** – JavaScript, C++  
• Developed a C++ Addon which integrates multithreading into Node.JS, a single-threaded language  
• Wrote the C++ synchronization, threading, and inter-process communication handling for the addon  
• Created at HackTexas 2019 in 24 hours with a team of two people

**Happyfier** – JavaScript, React, Microsoft Azure - http://happyfier.com/

• Created a website which takes images of people and edits unhappy faces to look happier

• Developed frontend using React to easily attach to the JavaScript backend

• Created at HackTexas 2018 in 24 hours with a team of three people

**Finder** – Android, Google Maps API, Firebase

• Built an app to help friends find each other in unmapped areas using location services and Google Firebase

• Wrote frontend UI, combining the Google Maps API with location data to display your friend’s location

• Created at SOHacks 4 2017 with a team of four people in 24 hours