

# SIRAJ CHOKSHI

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## EDUCATION

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### University of Illinois at Urbana-Champaign

May 2022 (*expected*)

B.S. in Cognitive Science (GPA: 3.93)

**Relevant Coursework:** Data Structures, Discrete Structures, Python for Data, Programming for Cognitive Science, Computer Architecture, Elements of Syntax, Semantics & Pragmatics, Brain & Cognition, Statistics, Linear Algebra

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## RELEVANT SKILLS

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**Knowledge:** Web Applications, Full-Stack Development, UI/UX Design, Data Visualization, REST/GraphQL

**Languages:** JavaScript/TypeScript, Python, C++, Java, C#, Go, HTML, CSS

**Frameworks:** React, Vue, Redux, Node.js, Flask, Django, MongoDB, PostgreSQL, OpenCV

**Software:** Git, Linux/Unix, Sketch, Figma, Adobe Illustrator/Photoshop, Unity3D

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## RELEVANT EXPERIENCE

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### LinkedIn

Sunnyvale, CA

*Software Engineering Intern*

*May 2021–August 2021*

- Incoming Frontend/UI Engineering Intern

### Command Bar (YC S20)

San Francisco, CA

*Software Engineering Intern*

*Nov 2020–March 2021*

- Building a site-wide, context-aware command line with TypeScript, React, and Django REST
- Scoped and developed core analytics web application for end-user data management and documentation

### AbbVie

Champaign, IL

*Software Engineering Intern*

*Mar 2020–Nov 2020*

- Developed applications with Vue.js frontends and RESTful APIs to access large volumes of biometric data
- Implemented typeahead (predictive search), advanced query options, and shopping cart features
- Integrated TIBCO Spotfire dashboards with authentication and session storage into web applications

### University of Illinois at Urbana-Champaign

Champaign, IL

*Undergraduate Research Assistant*

*May 2020–Oct 2020*

- Modeling social cognition with neural networks in C# at the Learning and Language Lab under Dr. Jon Willits
- Conceptualized and built resource distribution and world generation algorithms with Unity3D

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## LEADERSHIP & EXTRACURRICULARS

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### Illinois Labs

*Co-founder, Lead Engineer*

*Dec 2020–Present*

- Founded a student organization that builds solutions to student-needs with software (<https://illinoislabs.org>)
- Created values, recruiting process, and technical infrastructure. Designed and built organization website

### Hack4Impact

*Product Designer*

*Jan 2020–Present*

- Designing software solutions for non-profit clients SaverLife, Collective Liberty, and Falling Fruit
- Building web and mobile applications with JavaScript, Express.JS, and React Native collaboratively

### Illinois Founders

*Software Developer*

*Sept 2019–Present*

- Led the frontend development of a job board web application built along with five other engineers
- Architecting a new website and scoping projects to serve the University of Illinois startup community

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## PROJECTS

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### Poke

Built a SaaS for social media engagement with Python cloud functions and a React/Redux progressive web application.

<https://github.com/poke-saas/poke>

### WASM Terrain Generator

A terrain generator using Perlin 2D noise implemented in C via WebAssembly and HTML5 canvas.

<https://terrain.sirajchokshi.com>

### Git-Get

A simple GitHub profile analyzer built to gain insight for users and organizations. Built with React, Go, and Firebase.

<https://gitget.now.sh>