

Vansh Singh

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EDUCATION

UCSD, Jacobs School of Engineering

- *Computer Engineering (B.S. from Computer Science and Engineering Department)*
- Regents Scholar and Provost Honors with 3.9 GPA
- Expected Graduation: June 2019

WORK

Full Stack Software Engineering Intern, Classy

June 2017 - September 2017

- Designed, tested, implemented, and integrated the Classy SimpleSearch API, an abstraction layer encapsulating access to our Elasticsearch clusters
- Contributed many React components to Classy-Components, a React Components library used at Classy
- Maintained and updated the primary super-admin internal tool for the customer service department using AngularJS, Node, and Express
- ES6/7, Node, Express, AngularJS, ServerlessJS, React, React-Router, Mocha, Chai, Enzyme, Jest, REST, Elasticsearch

Financial Analyst Lead Intern, Reality Shares

September 2016 – January 2017

- Created an application that automates the calculation of a predictive market-strength indicator that forecasts long-term market downturns
- Saved 30 man-hours of work per month in a small company of just ~10 full-time employees
- Utilized HighCharts and D3.js to make and maintain data visualization tools on website
- Java, Bloomberg API, JavaScript, jQuery, D3.js, HighCharts, HTML5/CSS3

Tutor for Data Structures and Unix Lab, UCSD Computer Science & Engineering Department

June 2016 – Present

- Mentored students in their implementations of Object-Oriented polymorphic containers including Hash Tables, Trees, Linked Lists, and Stacks, in C, C++, and Java
- Taught software engineering tools such as Git, IDEs, Unit testing, Make, Ant
- C, C++, Java, Data Structures, BASH, Git, Make, Ant, Eclipse, GDB, Valgrind, Linux, JUnit

Video Coding Researcher, UCSD Electrical & Computer Engineering Department

January 2016 – May 2016

- Made video editing tools using ffmpeg and x264 tools/APIs
- Created video compression algorithms and tools from scratch in C, C++, and Bash
- C++, Bash, Make, x264, ffmpeg

PROJECTS

EventLit, Lead Software Developer

January - March 2017

- Led the software development efforts in a team of 10 in making an android application where students can centralize their events from school organizations and clubs
- Android, Firebase

Lynx Analytics, Lead Developer

October 2016

- Birthed in SD Hacks 2016, I led a team in creating a tool that parses news articles of a company and synchronizes their data and sentiment with the peaks and troughs with its stock price in an interactive chart
- Bluemix, Alchemy, Node.js, Express.js, jQuery, Bootstrap, Twilio, Heroku, HighCharts, LESS, CSS3, HTML5,

EMG Pong Game, Co - Developer

January - April 2016

- Created a pong video game remote for the handicapped where the paddle is controlled from forearm flexions
- Application involved low/high pass filtering, signal rectification, power smoothing, calibration
- ISRs, Python, C, Networking, EMG, Numpy, Scipy, Matplotlib, AnyDBM, PySerial, Arduino