

VIHAAN SHAH

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EDUCATION

Northwestern University, Evanston, IL

June 2026

Bachelor of Science, Major in Computer Science and second Major in Data Science:

CGPA 3.8/4.0 | Major GPA 3.96/4.0

Relevant Coursework: Data Structures & Algorithms, Scalable Software Architecture, Introduction to Artificial Intelligence, Computer Networking, Computer Systems, Linear Algebra, Design Thinking & Communication, Multivariable Calculus

Awards: Dean's List Award (3 quarters) , High Honors (4.0 GPA)

Aditya Birla World Academy, Mumbai, India

August 2022

Awards: A* in Math, Physics, Chemistry, English | ACT: 36/36 | Distinction in Communication Skills from Trinity College London

RELEVANT EXPERIENCE

Software Engineering Intern

June 2023 – August 2023

Accenture

Mumbai, India

- Employed on a project consulting for Hindustan Unilever to increase their productivity and boost profitability.
- Leveraged Generative AI to design an AI buddy chatbot that would provide operators with essential information about machinery, access past data, perform calculations and analysis on it, and make recommendations to prevent potential issues.

Robotics and Automation Intern

July 2021 – August 2021

Precision Automation and Robotics India Ltd.

Pune, India

- Explored robotics and automation technologies to manufacture automated solutions for numerous industries.
- Developed skills in machine design using CAD, assisted with assembling robotic arms on the shop floor and engaged in R&D.

Software Engineering Intern

November 2023 – Present

FoodFight Inc.

Chicago, Illinois

- Developed an app to facilitate sports betting using food instead of money to prevent/solve problems regarding addiction to betting.
- Generated outcomes and facilitated bet tracking for all Football, Soccer and Basketball games on a daily basis using an API.
- Implemented a Scalable Architecture by storing information in AWS RDS and interacting with the database using SQLAlchemy

INDIVIDUAL PROJECTS

Sports Analysis Software

April 2023 – May 2023

- Designed a software to perform statistical algorithmic calculations to determine the outcome of an encounter between any two teams for any given sport. The user interacts with the software via voice and results are based on an aggregation of past data.
- Enhanced skills in AI, using the OpenAI API, NLP, building models on top of LLMs, and designing statistical frameworks

Navigating Open Street Maps

January 2023 – February 2023

- Software to load Open Street Maps as graphs and utilize Dijkstra's algorithm to find the shortest route between any two locations.
- Gained experience in parsing maps, working with graphs, using shortest path algorithms and large-scale programming in C/C++.

LEADERSHIP & ADDITIONAL ACTIVITIES

Electronics Team Lead

January 2023 – Present

American Society of Mechanical Engineers

Evanston, Illinois

- Awarded runner's up among the Big Ten schools at the ASME EFX Innovative Additive Manufacturing 3D Challenge.
- Leveraged Solidworks CAD, Arduino, and Prusa MK3S+ and Ender 3 V2 printers to build a hovercraft, remotely controlled by a joystick, capable of navigating a maze and delivering a payload.
- Planned and implemented wiring schematics, orchestrated hovercraft's programming and established remote connection between the hovercraft and joystick, streamlined strategizing and technical discussions

Project Manager

December 2023 – Present

Develop + Innovate for Social Change, Northwestern University (*client:* MetaFrazo)

Evanston, Illinois

- Optimizing and improving AWS and database management to track videos uploaded and downloaded from a webapp for a startup.

Head of Programming - FIRST Robotics Competition

July 2020 – April 2021

Aditya Birla World Academy

Mumbai, India

- Designed a robot to collect and shoot balls at a desired target, requiring capabilities in tele-operated and autonomous navigation
- Awarded runner's up in Qualcomm Innovation Challenge for designing an app enhancing senior's healthcare and community.
- Spearheaded programming and electronics and organized workshops for underprivileged students to encourage them to pursue STEM by stimulating their interest in robotics and guiding them to establish a team to participate in the FIRST Tech Challenge.

SKILLS & INTERESTS

Computer Languages: Proficient in Python, C, C++, C#, Java, Assembly, SQL, MATLAB, HTML, CSS, JavaScript, Racket, Arduino

Technical Skills: SWE, AWS, Kubernetes, Docker, Azure, OpenAI API, Full-Stack, Web Dev, React, Node.js, Express.js, MS Office

Memberships: IEEE, Responsible AI Student Organization, KTP Pre-Professional Technological Fraternity, EPIC (Committee Head)