

VIHAAN SHAH

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EDUCATION

Northwestern University, Evanston, IL

Expected June 2025

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, Computer Networking, Computer Systems, Computer System Security, Artificial Intelligence, Machine Learning, Programming Languages, Design Thinking & Communication

Awards: Dean's List Award | High Honors | ACT: 36/36 | Distinction in Communication Skills from Trinity College London

RELEVANT EXPERIENCE

Accenture Solutions Pvt. Ltd.

June 2023 – August 2023

Software Engineering Intern

Mumbai, India

- Leveraged Generative AI to design an AI buddy chatbot that would provide factory operators with essential information about machinery, access past data, perform calculations and analysis on it, and make recommendations to prevent potential issues.
- Used the python langchain library to build on top of an LLM by adding data and then parsing it using natural language.

FoodFight Inc.

November 2023 – Present

Software Engineering Intern

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

Billed Inc.

January 2024 – Present

Backend Developer

Evanston, Illinois

- Built a lightweight mobile app allowing users to snap a picture of a restaurant bill, calculate local taxes and tips, easily integrate with the Venmo API and offer versatile bill splitting options without the need for other diners to have the app downloaded.
- Utilized AWS Amplify, Cognito, Textract, RDS, S3, Lambda, API Gateway and Elastic Beanstalk to facilitate user authentication, store user information, convert scanned images to text and interact between the mobile app and the cloud server.

INDIVIDUAL PROJECTS

Music Recommendation System

November 2023 – December 2023

- Developed a WebApp using AWS allowing users to sign up using their Spotify account credentials. User info stored using RDS.
- Hosted a web server using Elastic Beanstalk to interact with the client and make calls to the Spotify API. Programmed the algorithm using a combination of JavaScript and Lambda functions triggered every day based on user preferences.

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

Project Manager

January 2024 – Present

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

Evanston, Illinois

- Developed the backend infrastructure for a startup that translates audio and adjusts lip movements to match the translations.
- Set up database to store user information and essential information about videos uploaded. Optimized DBMS using AWS RDS.
- Stored videos using S3, created a web server to interact with the database and 3rd party API, designed an API gateway to interact with the frontend (WebApp) and created lambda functions to provide users with different features based on their subscription plan

Electronics Team Lead - Innovative Additive Manufacturing 3D Challenge

January 2023 – May 2023

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.
- Devised wiring schematics, spearheaded the hovercraft's programming and established remote connection to a joystick.

SKILLS & INTERESTS

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