AADIL BHATTI

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EDUCATION

University of Illinois at Urbana-Champaign   May 2017
Bachelor of Science in Mathematics and Computer Science, with a minor in Chemistry   GPA 3.30
Dean's List – Spring 2015
Interesting Courses

CS 196: Dot Star	**CS 357**: Numerical Methods
CS 225: Data Structures	**CS 374**: Algorithms & Models of Computation
CS 233: Computer Architecture	**CS 421**: Programming Languages and Compilers
CS 241: System Programming	

Languages: Fluent in English, proficient in Spanish, working knowledge of Urdu
Technical Skills:

Object-Oriented Languages: Java, C/C++, Python, Ruby, C#
Web Development: HTML, CSS, Ruby on Rails, Django, Flask, JavaScript/JQuery, D3, Meteor, SQL
Mobile Development: Familiar with Android API
IDEs: Eclipse, Xcode, RubyMine, PyCharm, WebStorm; Unity Game Engine
Other: Arduino Environment

WORK EXPERIENCE

Capital One, *Software Engineering Intern*   February 2016 – Present
- Examined the utility of Juju Charms (a service orchestration framework) and its potential use within Capital One
- Goal was to determine if Juju is a feasible tool for deploying applications to Amazon Web Services without extensive background knowledge
- Designed, built, and deployed sample web application using Juju to demonstrate deployment to AWS

PillSense, *Web Developer*   May 2015 – Present
PillSense is a healthcare startup devoted to tracking patient prescription adherence data in order address prescription abuse. We are currently designing a web application, a mobile application, and a sensor to track the weight of pill bottles. The sensor sends the weights to the mobile application, which in turn sends the weights to the web application for a healthcare professional to examine.

Sole web developer on a team of five employees
Created back-end data models and MVC-driven user interface with Ruby On Rails
Implemented unit and integration testing

PROJECTS & HACKATHONS

Linux in the Browser – An in-browser System Programming environment (C compiler & terminal) worked on under Professor Lawrence Angrave at UIUC; my role involved making the project more portable for other web applications such as those devoted to learning System Programming/C
Chimr – created a doorbell which sends text message to homeowner at WildHacks 2015; utilized Arduino, Flask, and Twilio API; **won Best Use of Twilio API**; potential uses include parent notification when children arrive home from school while parent is away/at work
Watdo – built full-stack application in Meteor to track local town events at Huskie Hack 2015; **won Best Civic Sector Project**
Rapsheet – built a full-stack web application to track Twitter sentiment about music albums on Spotify; utilized Django, Twitter and Alchemy APIs, JavaScript/JQuery, and D3.js
Swocker – designed and built application in Flask to plot Twitter sentiment about companies against their stock growth in SIGIR
BerryChompers – created iOS game with Unity Game Engine/C# language in Dot Star (CS 196); game involved a creature in center of screen catching berries that fly towards it at an increasing speed

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EXTRACURRICULAR ACTIVITIES

ACM: SIGIR (Information Retrieval), *Active Member*   September 2015 – Present
SIGIR is a special-interest group which is a subgroup of ACM at UIUC. Members learn techniques to retrieve information from the web and visualize data. Tools and techniques learned include Python, D3.js, scraping web pages, and the Twitter/Alchemy APIs.

Built a search engine that pulls recipes from the web using a recursive web crawler; used Django, BeautifulSoup, and React.js
Learned how to mine data from public sources and visualize it for analysis

Dot Star (CS 196), *Game Developer*   January – May 2015
Dot Star is a project-based honors course in which students pitch ideas for programming projects to work on during the semester. My team developed an iOS game in which a creature sits in center of screen and catches berries flying towards it at increasing speeds.

Developed game using Unity Game Engine (for cross platform compatibility) and C#
Implemented levels with progressively increasing difficulty for more challenging game play
Created a website to play the game online for demonstration purposes