Aahan Sawhney

https://aahan96.github.io/
axs149430@utdallas.edu | 469.569.9488

EDUCATION

UNIV. OF TEXAS AT DALLAS
BS in Computer Science
Expected May 2018 | Richardson, TX
GPA: 3.7/4.0
Received AES Distinction Scholarship
(Full-Ride along with $1000 stipend per semester)
Member of Collegium V Honors College
Minor in Finance

D.P.S. MATHURA ROAD
Grad. May 2014| New Delhi, India

SKILLS

PROGRAMMING LANGUAGES
Proficient:
Java • C++ • JavaScript
Familiar:
C • CSS • HTML • Assembly
PHP • LATEX • MySQL

FRAMEWORKS
•ReactJS • Redux • DropWizard •
Reladomo • Bootstrap
• JUnit • JQuery
• Unity 3D • Material-UI

COURSEWORK

Intro. to Big Data
Android Programming and Concepts
Intro. to Machine Learning
Operating Systems
Analysis of Advance Algorithms
Automata Theory
Data Structures and Algorithms

USEFUL LINKS

https://www.linkedin.com/in/aahan96
https://github.com/aahan96
https://facebook.com/aahan96
http://material-ui.com/#/
http://devpost.com/aahan96

SOCIETIES

2015	Co-Director at HackDFW
2015	AES Mentor for Fall 2015
2014	Head of "Hackers Night" department at UTD
2014	Co-Founder of Hackers UTD
2014	Collegium V Honors College

EXPERIENCE

GOLDMAN SACHS | Summer Technology Analyst
Jun 2017 - Aug 2017 | Irving, TX

- Worked on creating a web application for automating Financial Statement Footnote generation. The web based application is completely dynamic and gives the users ability to setup templates and retrieve them for customization using React/Redux
- Developed the feature to convert the prepared document on web to Financial Statements PDF format using iText framework
- Created back-end services for authentication and data transfer using DropWizard framework and Reladomo for Object Resource Mapping.
- Worked on establishing test-framework, along with various unit tests, for the application's front-end and back-end services, using Karma, Jasmine, and JUnit.

CALL-EM-ALL | Software Engineering Intern
Jan 2016 - Aug 2016 | Frisco, TX

- Contributed to the development and maintenance of Material-UI, a popular React framework for Google's Material Design, which is also the company's front-end framework. Material-UI: 18k+ stars on Github, was featured in React conference by Facebook, and is a top rated react framework.
- Contributed on an internal application used company-wide to manage user account for customer service represenatives using .NET framework.
- Worked on establishing test-framework, along with various unit tests, for company's internal and external application, Xunit Testing Framework Environment.

PROJECTS

BABEL Jan 2017 | Minneapolis, MN (Minnie Hack)
Babel is an android app that translates your language, while in voice conversation with other users, using the app. Used IBM Watson for Text to Speech and translation, Firebase for real-time conversation, and Google's STT.

CODE VIEW Jan 2015 | Ann Harbor, MI (MHacks V)
Code View that allows people to ask interview questions to each other and compile their online code in 12+ programming languages.Created the Front-end design of the website. Won "Best Use of Azure" and "Most Innovative Hack" awards.

ATTACK ON TITAN (VR) Oct 2014 | College Station, TX (TAMU Hack)
Created a game based on TV series, Attack on Titan, in Virtual Reality. Used Oculus Rift DK2 for creating the view and used Leap Motion and Myo band for registering hand gestures. Wrote various C scripts for the gameplay. Won 3rd prize for "Best Project Overall"

AWARDS

2016	AES Continuing Student Scholarship ($1000)
2015	AES Continuing Student Scholarship ($4000)
2015	Won Microsoft's "Best Use of Azure Software" Prize, MHacks V
2015	Won "Most Innovative Hack for Teaching and Learning", MHacks V
2014	Won 3rd Prize at TAMU Hack Fall 2014 for "Best Project"
2014	AES Distinction Scholarship (Full-Ride Scholarship + $2000 per semester)