

Aansh Shah

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EDUCATION

BROWN UNIVERSITY

Sc.B IN APPLIED-MATHEMATICS AND
COMPUTER SCIENCE

Expected May 2019 | Providence, RI

SELECTED COURSEWORK

Data Structures and Algorithms

Artificial Intelligence

Computational Linguistics

Statistical Inference

Discrete Structures/Probabilities

Computer Systems

ACTIVITIES

Game Craft Charity, Founder

Rhode Island Urban Debate League,
Debate Coach

South Asian Students Association

Intercollegiate Finance Journal

ROSLYN HIGH SCHOOL

Graduated June 2015 | Roslyn, NY

AWARDS

1st place INTEL International Science
and Engineering Fair (APA Award)

Finalist at NYS Science Congress

Long Island Council for the Social

Studies Award

Rotary Student of the Month

INTERNSHIPS/VOLUNTEERING

Researcher for NYS Assemblywoman
Michelle Schimel

Intern for NYS Assemblyman Charles
Lavine

Volunteer at North Shore-LIJ Hospitals

DEVELOPER EXPERIENCE

EQHIRE | FOUNDER AND LEAD DEVELOPER

Winter 2016 – Present | Providence, RI

- Developed and deployed MVP of audio interviewing and recruitment platform using Django on AWS.
- Created and implemented natural language processing algorithms to prioritize candidates based on content of their interviews.
- Lead and supervise a team of two engineers: iOS developer and front end developer.

DIFFERENTIAL EQUATIONS PYTHON TUTORIAL | DEVELOPER

Winter 2016 – Present | Providence, RI

- Worked with Professor Vladimir Dobrushkin to create a scripting tutorial in python to solve and model differential equations.
- Used numpy, sympy, and matplotlib to create libraries for algorithms in linear algebra and differential equations.

BROWN POLITICAL REVIEW | DATA ASSOCIATE

December 2016 - Present | Providence, RI

- Produce infographics, write data-driven articles, and create interactives and news apps.
- Using D3.js and python, I developed a liberal/conservative classifier and created an interactive graphic.

CROWDFOUND | SOFTWARE DEVELOPER

June 2016 – Sep 2016 | New York, NY

- Developed a video-based networking platform used by more 500 users with Django and Javascript.
- Created software to generate thumbnails upon video upload and produced 10,000 thumbnails over the course of the summer.
- I designed and built an instant messaging platform that was used by over 200 active users who generated more than 7,000 messages.
- Used Amazon S3 API for media storage and hosted the web application on Amazon EC2 instances.

RESEARCH | UNIVERSAL PROGRAMMING OF DEVICES RESEARCH GROUP

January 2016 – January 2017 | Brown University

- Helped design user interface for IFTTT that was used to aggregate user preferences for Trigger Action Programming devices in Smart Homes.
- Gathered personalized data on user preferences for device and recipe automation in Smart Homes.
- Coauthored submission to CHI 2017 Conference: "Mitigating Ambiguity in Trigger-Action Programming for Home Automation."

FANTLEAGUE | SOFTWARE DEVELOPER

June 2016 – Sept 2016 | Roslyn, NY

- Created a customizable fantasy sports league with Django and MySQL on Amazon EC2, where users are able to create profiles for players, set duration of league, and assign ratings for each player.
- Implemented a round-robin algorithm to efficiently generate unique match-pairings and an easy to use interface.

LINKS

Github:// [aanshshah](#)

LinkedIn:// [aansh-shah](#)

SKILLS

PROGRAMMING

Proficient

Java • JavaScript • Matlab

• Python • CSS • \LaTeX

Familiar:

Assembly • C • MySQL

Frameworks

Django • Nodejs • Bootstrap

• Git • WordPress

Services

Amazon S3 • Amazon EC2 • Amazon

Lambda • Google App Scripts