

Aansh Shah

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EDUCATION

BROWN UNIVERSITY

Sc.B IN APPLIED-MATHEMATICS AND
COMPUTER SCIENCE

Expected May 2019 | Providence, RI
Cum. GPA: 4.0/4.0

SELECTED COURSEWORK

Data Structures and Algorithms
Software Engineering
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

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

DEVELOPER EXPERIENCE

CROWDFOUND | SOFTWARE DEVELOPER

Expected June 2016 – Sep 2016 | New York, CA

- 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 – Present | 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."

FETCHUM | FREELANCE WEB DEVELOPER

Fall 2016 – Present | Providence, RI

- Created website for on-demand delivery service using Django and Bootstrap.

INTERCOLLEGIATE FINANCE JOURNAL | WEB DEVELOPER

Fall 2016 – Present | Providence, RI

- Wrote REST-based multi-tier back-end site for custom WordPress site.

INDEPENDENT PROJECTS

DIFFERENTIAL EQUATIONS PYTHON TUTORIAL | DEVELOPER

Fall 2016 – Winter 2016 | Providence, RI

- Worked with Professor Vladimir Dobrushkin to create a scripting tutorial in python to solve and model differential equations taught in the class.

SPOTIFY MUSIC GENIUS | SOFTWARE DEVELOPER

December 2016 – January 2016 | Roslyn, NY

- Created a web-application using Node.js that leverages machine learning techniques to create a music playlist that a user would like.

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.

EXPENSE ASSISTANT | SOFTWARE DEVELOPER

June 2016 – Sept 2016 | Roslyn, NY

- Created a skill for Amazon Alexa using Node.js that keeps track of a user's expenses and interacts with the Google App Scripts.