

Aansh Shah

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Work Experience

Data Science Intern at Upserve, Providence, RI

January 2020 – April 2020

- Built an ETL pipeline to evaluate machine learning models predictions for restaurants on AWS (DynamoDB, SQS)
- Visualized and analyzed time series model prediction performance using python with Jupiter notebooks

Software Engineer Intern at Wayfair, Boston, MA

June 2018 – August 2019

- Created a management system for a financial data framework using React, PHP, SQL, and Python (Summer 2019)
- Developed a mobile scanning app that uses a depth sensor to generate 3D scans in C# using Unity (Summer 2018)

Software Engineer Intern at Uplift, Providence, RI

January 2018 – May 2018

- Worked in a team of six to develop a Chrome Extension that hides harassing content on social media platforms
- Built a robust toxicity classifier that was trained on millions of comments using a Long Short Term Memory Model, which was deployed on a scalable flask-based API Endpoint served on AWS

Software Engineer Intern at Oblix VR, New York, NY

May 2017 – August 2017

- Implemented multi-user networking and social virtual reality application in C# using Unity for the Oculus Rift

Founder and Lead Engineer at EQHire, Providence, RI

December 2016 – March 2018

- Raised money from Brown University Venture Fund, on-boarded 12 companies, and supervised a team of 3
- Used Twilio API to record automated phone call interviews and created a novel natural language processing algorithm to prioritize candidates based on contents of their interviews using Django

Research Experience

Researcher at Reinforcement Learning Lab, Providence, RI

January 2018 – Present

- Used knowledge graph embeddings to capture common sense linguistic priors in reinforcement learning environments (with Professor George Konidaris)
- Employed an adaptive policy computer from the Stackelberg Equilibrium of a two-player driving game to enable autonomous cars to safely assert themselves in scenarios requiring social negotiation with a human driver
- Cooper M, ..., **Shah A**, Littman ML. Stackelberg Punishment and Bully-Proofing Autonomous Vehicles. In International Conference on Social Robotics 2019 Nov 26 (pp. 368-377). Springer, Cham.

Researcher at Electronic Health Records Lab, Providence, RI

September 2018 – May 2020

- Used unsupervised learning techniques to create machine learning models to predict readmission within a 30-day window of a patient being released (with Professors Michael Littman, Carsten Eickhoff, and Neil Sarkar)
- **Shah A**, Ramos J, Littman M, Mercurio M, Sarkar I, Eickhoff C. Comparing Global with Disease specific Machine-learned Readmission Prediction Models. Manuscript Submitted for Publication 2020.

Researcher at Neural Computation and Cognition Lab, Providence, RI

December 2018 – June 2019

- Analyzed EEG data from participants who have taken Tolcapone using targeted dimensionality reduction and regression techniques to determine electrophysiological signatures of enhanced prefrontal dopamine

Education

Brown University, Providence, RI

Master of Science, Computer Science

September 2019 – May 2020

Focus: Artificial Intelligence and Machine Learning

Teaching Experience: Artificial Intelligence (CSCI1410), Advanced Methods in Data Science and Deep Learning (DATA2040)

Bachelor of Science, Applied Math-Computer Science

September 2015 – May 2019

Selected Coursework: Data Structures and Algorithms, Artificial Intelligence, Statistical Inference, Deep Learning

Activities: Director at Brown Political Review, Debate Coach at Rhode Island Urban Debate League

Skills

Languages: Python, Javascript, Java, SQL, C#, HTML, CSS, PHP, C, Matlab

Frameworks: Numpy, Pandas, Keras, Git, Tensorflow, Django, Unity, Flask, React, Node.js, D3.js, Bootstrap, WordPress

Services: Amazon S3, DynamoDB, Amazon EC2, Amazon Lambda, Google App Scripts