Aansh Shah

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Work Experience

AI Developer Intern at MSBAI, New York, NY   **June 2020 – Present**

- Created machine learning regression models and Docker container deployment infrastructure to Amazon Web Services using Fargate, ECS, Lambda, and ECR

AI Mentor/Instructor, New York, NY   **June 2020 – Present**

- Taught interactive, online course on Artificial Intelligence to high school students (via InspiritAI)
- Guided high school students in researching novel solutions for data science problems (via Summer STEM Institute)

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)

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**

- Built a social media comment 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 and Keras in python

Research Experience

Researcher at Reinforcement Learning Lab, Providence, RI   **January 2018 – July 2020**

- 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. InInternational Conference on Social Robotics 2019 Nov 26 (pp. 368-377). Springer, Cham.

Researcher at Bioinformatics Artificial Intelligence 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)

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, EC2, Lambda, Fargate, ECS, ECR, Docker, Google App Scripts