ASHANK BEHARA

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EDUCATION

University of Illinois (UIUC)
Aug. 2018 - Dec. 2021 *3.50/4.00*

B.S in Mechanical Engineering
Minor in Computer Science

SKILLS

Modeling and Analysis
CREO, Solidworks, Autodesk Inventor
APriori, Moldflow, Cura, Vicon

Langauges and Frameworks
Java, Python, Matlab, Octave
Javascript, Flask, React, HTML, CSS
SQL, Shell, Android

Machining
Injection Molding, 3D Printing
CNC Mill, Bandsaw, Drill Press

COURSEWORK

Mechanical Engineering
Thermodynamics
Statics
Design for Manufacturability
Computer Aided Design
Multivariable Calculus
Differential Equations

Computer Science
Intro Programming (Python/MatLab Java)
Discrete Structures
SQL for Data Science

ORGANIZATIONS

Neurotech @ UIUC
Vice President *Urbana, IL*

- Writing scripts in Python to classify EEG data using machine learning algorithms (K-means)
- Serving as PM doing project sourcing, defining workflow, and integration within teams
- Managing and sourcing funding for OpenBCI equipment and events

i-Made
Engineer *Urbana, IL*

- Collaborating with Carle Hospital physicians and UIUC faculty to design and prototype practical medical technology solutions
- Working on internal health-care projects and solutions for industry partners

WORK EXPERIENCE

Hack4Impact **September 2019 - Present**
Software Developer *Urbana, IL*

- Designing, developing, and deploying software for non-profits
- Gaining practical programming experience in full stack development using a wide variety of frameworks and packages such as Flask, React, MongoDB, PostgreSQL, and Shell

DPQL Laboratory **June 2019 - Present**
Undergrad Research Assistant *Urbana, IL*

- Undergraduate research assistant in Disability, Participation and Quality of Life Research Laboratory
- Data Analysis and signal processing from Vicon using Matlab

RAAD Systems **June 2019 - August 2019**
MechE / Robotics Intern *San Jose, CA*

- Redesigned cheaper model of UR10 6-axis robot using Autodesk Inventor
- Performed inertial, torque, and mechanics analysis in Matlab for appropriate motor selection

PROJECTS

Carpool4UIUC **September 2019 - December 2019**

- Developed functional ride-sharing web application for UIUC students
- Used tech stack of React, Flask, and MongoDB
- Focused on frontend development and implementing Google OAuth

WearCare **November 2019**

- Designed and prototyped wearable device for BP, PulsOx, and Heart Rate screenings for chronic illnesses amongst elderly patients in rural areas
- Collaborated with medical students and doctors in residency and submitted project to Health Make-a-thon
- 1 of 7 undergraduate engineering students invited to event and placed 4th

Genusim **November 2019**

- First place in UIUC Autodesk Designathon
- Developed knee injury simulator and web app controller to simulate ligament injuries using Fusion360 and HTML/CSS.

Tremor-Adapting Cane **August 2018 - December 2018**

- Designed a self-stabilizing cane using CREO Parametric for people with severe tremors
- Created CAD model, engineering drawings, BOM, PDS, and Pugh Matrix.

Redesign for Recyclability **January 2019 - May 2019**
ME270

- Redesigned mechanical pencil using CREO for improved assembly efficiency and recyclability
- Performed 2k factorial Design of Experiments and DFMA analysis
- Individual project for ME270 (Design for Manufacturability)

UIUC Contact Wellness Interface **April 2019 - May 2019**
CS125

- Developed Android application for UIUC students to access and contact wellness information and resources across campus
- Partner project using Java and Android Studio