

Abizar Bagasrawala

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EDUCATION

Northwestern University – BA / MS in Computer Science

Fall '16 – Fall '20 (Expected)

- **GPA:** 3.92 / 4.0
- **Coursework:** Algorithms, Databases, Networking, Scalable Architectures, Systems Programming in Rust, Code Transformation, Artificial Intelligence, Machine Learning, Game Development
- **Research Experience:** Medical pricing datasets with Professor Dinda, Crowdsourced delivery algorithms with DTR Research Group
- **Teaching Assistant:** Fundamentals of Computer Programming, Human Computer Interaction

EXPERIENCE

Walmart Labs – Software Engineer Intern • Sunnyvale, CA

Summer '19

- Enabled new initiative with potential of \$2 Billion by collaborating with product, business, and engineering teams. Contributed 5000+ lines of code in total.
- Led engineering of cross-platform mobile app in React Native amongst team of 4 engineers. Delivered features such as push notifications, local device caching, and authentication.
- Increased efficiency of data pipeline 6X, reducing runtime from 300s to 50s, by using multithreading and parallelization.
- Submitted contribution request to Walmart's open-source by building new Java library to query Apache Solr using combinations of facets.

ISO Athletic – Co-Founder & Software Engineer • Chicago, IL

April '18 – June '19

- Acquired 8 Division I basketball teams as clients by co-founding company to let teams track stats and gain analytics.
- Architected and built full-stack web application containing 5000+ lines of code, using Vue.js, Node/Express, and PostgreSQL.
- Redesigned UI/UX of entire app, helping acquire 2018 D1 champions, Villanova, as a client.

Oscillations – Software Engineer (Remote) • San Francisco, CA

June '18 – April '19

- Single-handedly built and deployed mobile AR experience using React Native, allowing users to choreograph dances in real-time for 3D characters that rise from collectible cards.

iNet-Web – Software Engineer Intern • Milwaukee, WI

Summer '18

- Worked in fast-paced agency to design, develop, and ship 3 websites for clients.

Coco Health – Software Engineer (Part-time) • Chicago, IL

March '18 – Dec '18

- Independently designed, built and shipped company website for counseling startup at the Kellogg School of Management. Automated bundling and deployment.

SELECTED PROJECTS

Lock-free Deque – Implemented algorithms from research paper to build lock-free double-ended queue in Rust. Faster than the standard library implementation when run on 64 threads.

Compiler Transformations – Built LLVM compiler pass in C++ to perform reaching definition analysis and constant folding for toy language. Placed 3rd in class competition of 20 teams.

Incoming IDEO Fellow – Selected for IDEO CoLab's January fellowship out of 1000+ applicants.

SKILLS

Languages: JavaScript/ES6, Java, Rust, CSS, C++, Python, SQL. **Front-end:** React, React Native, Redux, RxJS. **Back-end:** Node, Spring Boot, GraphQL, MongoDB, Apache Kafka, Apache Solr.