

# Arpan Laha

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## Profiles

GitHub: [github.com/arpanlaha](https://github.com/arpanlaha)

LinkedIn: [linkedin.com/in/arpanlaha](https://linkedin.com/in/arpanlaha)

Website: [arpanlaha.com](https://arpanlaha.com)

## Education

### University of Illinois at Urbana-Champaign

- › B.S. in Computer Science (May '21)
- › GPA: 3.97 | Technical GPA: 3.97
- › Minor in Mathematics
- › Chancellor's Scholar

## Skills

### Languages

TypeScript/JavaScript, Rust, C, C++,  
Python, Java, R, SQL, C#, Racket

### Frontend

React, Next, Gatsby, WebGL,  
WebAssembly, Redux, Electron

### Backend

Node.js, Express, actix-web, Django,  
Flask, PostgreSQL, MongoDB, Neo4j

### Cloud

Vercel/Zeit, Azure App Service,  
Azure Functions, AWS Lambda

### Miscellaneous

scikit-learn, scikit-image, OpenCV,  
ESLint, Git, GeoDa, QGIS

## Coursework

Systems Programming, Algorithms &  
Models of Computation, Programming  
Languages and Compilers, Database  
Systems, Applied Machine Learning,  
Data Structures, Web Programming,  
Numerical Methods, Audio Processing,  
Applied Statistics, Virtual Reality

## Work Experience

### Microsoft | Program Manager Intern (ongoing)

- › Investigating opportunities for deploying Flask and Django on Azure Functions and adjacent serverless solutions offered by Azure

### Microsoft | Software Engineer Intern (Summer 2019)

- › Designed tool to verify Azure SDK guideline adherence during development
- › Built ESLint plugin in TypeScript, enforcing rules with a focus on modularity
- › Delivered multiple releases and iterated on plugin using team's feedback

### UChicago Computation Institute | Intern (Summer 2018)

- › Dynamically modelled Chicago's air quality and its determinants
- › Processed and analyzed data sources with Python, R, GeoDa, and QGIS

### Fermilab | Intern (Summer 2017)

- › Designed and implemented pattern recognition algorithm in C++ for Mu2e's event classifier, reducing runtime threefold and preserving accuracy

## Extracurricular Experience

### Hack4Impact | Co-Director (Spring 2020-Present)

### Hack4Impact | Product Manager (2019 – Spring 2020)

- › Designed and delivered applications, leading team to ensure development best enhanced clients' and user's outcomes in various social good sectors
- › **Spring 2020 – Kids Save Ocean:** a platform for kids to design sustainability solutions while serving as a community to gain inspiration from others
- › **Fall 2019 – UIC:** a cross-platform desktop app helping spinal surgery lab technicians visualize patient progress from post-op and recovery x-rays
- › **Spring 2019 – Kiva:** a web app streamlining Kiva's partner accreditation, consolidating multi-platform communication into a single portal

### Hack4Impact | Software Developer (Fall 2018)

- › Developed web app for Child's Play Charity to match hospitalized kids with video games as therapy for various ailments, utilizing Flask, PostgreSQL, and the Giant Bomb API to manage information about video games

## Side Projects

**Harmonizer (web app)** | Harmonizes uploaded melodic audio files and synthesizes the harmony's audio to for playback alongside the melody

**Spectrum (website)** | Generates random art using WebAssembly with Rust and WebGL, rendering three ways to show strengths of each approach

**Vault (web app - WIP)** | Visualizes crates.io package dependencies with an interactive graph viewer populated with live data from registry dumps