AYUSHI SINGH

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Education

University of Illinois at Urbana-Champaign, Bachelor of Sciences — present, Class of 2021   GPA: 3.84
   · Major: Computer Science & Statistics   · Junior Standing   · Dean's List

Notable Coursework

   · Data Structures, Software Design Studio, Statistics and Probability, Discrete Structures, Computer Architecture,
      Applied Linear Algebra

Professional Experience

Software Engineering Intern, CloudFabrix — Pleasanton, CA   *May 2018 - present*
   · Using Python and SciKit-Learn to build and optimize machine learning models for data analytics

Innovation Intern, Ameren — Champaign, IL   *October 2017 to May 2018*
   · Created a website connecting Corporate Office to iCenter (intern hub) using Django, Python, & RESTful APIs
   · Conducted data analysis to unravel patterns present in Ameren customer data using Hive, PySpark, and SQL
   · Worked in multidisciplinary teams (specifically, worked with a UI/UX designer to create a user-friendly website)

Software Engineer Intern, Tetration Analytics (acquired by Cisco Systems) — Palo Alto, CA   *Summer 2016*
   · Encrypted and decrypted protobuf files to retrieve JSON data, then analyzed conversation data retrieved from
      sensors/agents sitting on each machine and explored possible patterns in conversations and application usage in
      a data center's network flow

Projects

Contour Game, OpenFrameworks game — Urbana, IL   *March to May 2017*
   · Created a game using OpenCV (a computer vision library) and ofxBox2d (a physics library for games) where
      shapes fell from the top of the screen and reacted to contours detected through a computer's webcam

UIUC Bot, Facebook Messenger ChatBot — Urbana, IL   *December 2017*
   · Developed a chatbot to answer questions about the UIUC; trained bot through Wit.AI and deployed via Heroku

Can't Handle Exception, Stock Market Predictive Analysis — Urbana, IL   *September to October 2017*
   · Analyzed and predicted stock market data with Alpha Vantage, SciKit-Learn, Tweepy, and sentiment analysis

aSTARoids, Virtual Reality Android Game — Pleasanton, CA   *May to June 2016*
   · Created a virtual reality game where users shoot asteroids; used Unity, C#, Android Studio, & Google Cardboard

HealthConnect, Alameda County Hackathon — Oakland, CA   *May 2016*
   · Integrated databases consisting of hospital data in Alameda County to design an app that allows users to filter
      and view data such as patient wait times and nearest hospitals; received Honorable Mention and and $500

Leadership

ACM x WCS Mentorship Program, Mentor — Champaign, IL   *June 2018 to present*
HackIllinois, Summer Team Staff, Experiences Committee — Champaign, IL   *April 2018 to present*
Association of Computing Machinery (ACM), Corporate Staff — Champaign, IL   *January 2018 to present*
Reflections | Projections (R|P), Staff, Content & Experience Committee — Champaign, IL   *January 2018 to present*
CS @ ILLINOIS Sail, Co-Director — Champaign, IL   *November 2017 to present*
Women in Computer Science, Head of Social — Champaign, IL   *October 2017 to present*

Technical Skills

   · Java, Python, C++, SciKit-Learn, SQL, Pandas, Numpy, Django, OpenFrameworks, HTML, CSS