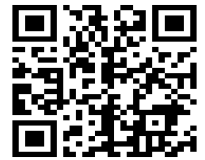


Tushar Chawla

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Education

COMPUTER SCIENCE | DREXEL UNIVERSITY

- Bachelor of Science in Computer Science (Dean's List)
- Specialization: Artificial Intelligence & Data Structures

Anticipated Graduation: June 2019
GPA: 3.76

Skills & Abilities

- **Programming Languages:** Python, Java, HTML, CSS, JavaScript, C#, C++, Bash
- **Tools:** Android Studio, Visual Studio, React, React Native, Git, Bootstrap, Django, Angular2, Flask, Realm DB, Ionic framework

Experience

Software Developer | Drexel University

January 2016 - Present

- Collaborating with Children's Hospital of Philadelphia to beta release a production level app (TYS) with 50+ installs for HCI research conducted under Dr. Gabriela Marcu
- Architecting, Developing and Testing customized android applications (CCI Checker, CCI Scheduler) to automate the IT helpdesk work flow
- Working with Senior Developer for server-side implementation of the apps

Software Developer Co-op | Susquehanna International Group LLP

Internship II

April 2018 – September 2018

- Released an Email Monitoring System to get the attention of the developers in case of production bugs
- Stamped and recorded then market prices in the order ticketing system for data analysis
- Added live market data listening feature, real time risk and profit calculation on existing orders

Internship I

April 2017 – September 2017

- Exclusively deployed a production level user interactive Web App to manage databases in order to simplify complex interactions
- Worked closely with traders to deliver a user interactive Angular 2 Web App that adds transparency to the flow of bond pricing
- Implemented a queryable Web API to handle large data-set transfer on .NET framework

Projects

Brick Puzzle Game	Othello	Cybernetic Automata	TYS	Other Projects
<ul style="list-style-type: none">• Used the following algorithms to compare and solve the brick puzzle game.• Random Walk• Depth-first search• Breath-first search• Iterative Deepening• A star	<ul style="list-style-type: none">• Used the following algorithms to play and compete against other programs for Othello• Minimax• Alpha-Beta• Monte Carlo Tree Search	<ul style="list-style-type: none">• Developed a finite input/output state machine from scratch in Java. Used the classical conditioning model to develop the automata• First Order• Second Order• Extinction	<ul style="list-style-type: none">• Developed a medication reminder and intake tracking application for Empathy Driven HCI research• Included point/reward based system gamification to study the effect on user interaction	<ul style="list-style-type: none">• CCI Checker• FlickDeals• IFamily Alexa App• BusBuddy• Helping Hands• CCI Scheduler

Activities

- **Organizations:** Android Meetup (GDG Philly Alliance), Dragonhacks
- **Hackathons:**

