Curran K Bhatia

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Objective:
Seeking internship to expand experience in Software Engineering or Data Science.

Relevant Coursework:
Data Structures
Statistical Analysis
Probability & Statistics I
System Programming
Bioinformatics
Linear Algebra

Languages:
Java
C++
C
Python
Javascript

Tools:
Git
Unix
Biopython

Extra-curriculars
Participated in CoB's Best Dance Crew with Enactus. Play basketball in free time.

Societies
Association for Computing Machinery

About Me
Hi, my name Curran. I'm from Cupertino, CA and I study at UIUC.

Interests
Basketball, Soccer, Baseball
Ping pong
Reading

Education

University of Illinois at Urbana-Champaign   Urbana, IL
B.S. Computer Science and Statistics, Junior   *May 2018*

Experience

Cisco Systems   San Jose, CA
Software Engineering Intern   *June - August 2016*

Worked as a front-end developer for Cisco's Cloud Services Platform 2100. Wrote front-end features and fixed bugs for the GUI using HTML, CSS, Javascript, and jQuery; along with the frameworks Bootstrap and AngularJS.

Bleacher Report   San Francisco, CA
Software Intern   *June - August 2014*

Developed a Google Chrome Application to display stories of different sports feeds in real-time, using HTML, CSS, Javascript and JQuery. Set up a Raspberry Pi mini-computer to display analytics on TVs.

Projects

Stock Data – *Hackathon Project*   Present

Developing tools to analyze the stock market with Python and Yahoo Finance's API. Initially created a tool at a hackathon to find stocks that have similar correlations given a set time frame. Work is continued to focus on more data analysis and visualization.

Phylogenetic Trees - *Bioinformatics*   Spring 2016

Part of a team that wrote a program that took inputted DNA and found other DNA similar to it in other species to create an ancestry tree, a Phylogenetic Tree. Completed the project in Python and using Biopython's library with three other peers. Wrote a Smith-Waterman Dynamic Programming Algorithm to find the best sequence alignment and sequence alignment score.

Soundia - *Mobile App*   Summer 2015

Part of a team that created a mobile application that allows users to stream a song through multiple phones; built initially as a hackathon project. Worked in design using GIMP and Sketch, and used Unity's User Interface Builder. Pitched prototype of product to a large audience at AngelHack Silicon Valley 2016, and placed in the top six teams out of over sixty teams.

Activities

Enactus Project Associate   Aug 2015 - May 2016

Worked on multiple projects involving community sustainability. Work included research into water filtration in foreign countries, as well as non-profit organizational strategy.

Orientation Leader   Summer 2015

Led a group of new international students on a four-day orientation to the UIUC campus. Orientation included explanations of services offered on campus, as