Kevin Shah

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EDUCATION

Arizona State University, *BSE in Robotics Engineering* | Arizona, USA   GPA: 3.99 / 4.00   May 2026

EXPERIENCE

CHART LAB (Center for Human, A.I. and Robot Teaming), *(Student Worker)* Arizona, USA   April 2023 - Present

- Contributed to a project supported by a **3 million dollars** award from the Defense Advanced Research Projects Agency **(D.A.R.P.A)**, focusing on the advancement of Natural Language Processing (NLP) technologies.
- Played a key role in the preparation of datasets essential for NLP research, employing sophisticated data processing techniques such as data cleaning, tokenization, and data augmentation.
- Utilized python to enable the **RoboMaster S1** for autonomous navigation, implemented basic obstacle avoidance and path planning features.

A.S.U. Enterprise Technology, *Technology Consultancy (Student Worker)* | Arizona U.S.A.   May 2023 - September 2023

- Supported 36 classrooms and computing sites, ensuring seamless multimedia and computing experience for students and faculty.
- Achieved a **92%** reduction in technical disruptions in classrooms through proactive maintenance and troubleshooting.
- Managed an average of 200 support cases per month, effectively resolving technical issues and ensuring user satisfaction.

Undergraduate Student Government, *Senate President Pro Tempore* | Arizona, USA   Sept 2022 - April 2023

- Led and Facilitated bi-weekly meetings with 15 senators and led a diverse portfolio of 20+ Projects during a semester.
- Managed a budget of **$50,000** for Senate and Club operations, ensuring efficient allocation of resources.
- Sucessfully passsed **91%** of the proposed resolutions and bills that addressed critical issues affecting ASU Students.

SKILLS

Python, C/C++, Keras, TensorFlow, PyTorch, YOLO, Deep Learning, SQL, Matlab, Git, OpenAI API, Hugging Face API, LangChain, Generative AI, OpenCV

PROJECTS

Handwritten Digit Recognition *Student Worker*   Feb 2024 - March 2024

- Prepared and Augmented the MNIST dataset comprising 60,000 training images and 10,000 test images to enhance model generalization and robustness.
- Designed and Implemented a CNN architecture using PyTorch, incorporating convolutional, pooling and fully connected layers for feature extraction and classification of handwritten digits.

Unity Crafter (Cobot) Student Worker   Sept 2023 - Dec 2023

- Programmed the Cobot to achieve a pick and place rate of **15 objects/minute**, optimizing the efficiency of automated handling operations.
- Integrated TensorFlow and PyTorch libraries to develop **3 machine Learning models**: Object detection, Linear Regression (Measuring Temperature and Pressure) and Logistic Regression (Defective V/S Non Defective)

Robomaster S1 *Student Worker*   April 2023 - Sept 2023

- Implemented basic obstacle avoidance on Robomaster S1 using Python and Robomaster SDK libraries.
- Applied PyTorch and TensorFlow concepts for improved navigation, showcasing adaptability in learning new technologies.

Rigel: A Light In Darkness *G.C.S.P. (Grand Challengers Scholars Program) Student*   August 2022 - Dec 2022

- Led a team of 3 members in designing and developing a highly detailed functional 3D Model of an Exosuit by using Solidworks, Spline AI and 3D FY.
- The Exosuit model incorporated 3 key components, including a propulsion engine, retroreflective panels, and morphology of nanoparticles resulting in a complex and versatile engine.
- Presented the Exosuit at the Innovation Showcase at ASU, effectively communicating the technical aspects of the projects.

G.C.S.P. Paper: Dyson Sphere *G.C.S.P. Student*   August 2022 - Dec 2022

- Conducted in-depth energy calculations for Dyson Sphere, calculating an estimated energy of **70%** of output by absorbing solar radiations from the Mars atmosphere, dispersing the reflected radiations.
- Achieved an efficiency rating of 2.4% of the Sun's released energy, demonstrating a comprehensive understanding of the technical aspects of the project.