




RISHI SHUKLA

COMPUTER ENGINEERING STUDENT

CONTACT

-  (+64) 02102664470
-  rish.shuk@gmail.com
-  /rish-shuk
-  /rish-shuk

SKILLS

SOFTWARE

Python, C/C++, Java, MATLAB, HTML/CSS, React, TypeScript, JavaScript, Git

ELECTRONICS AND EMBEDDED SYSTEMS

Altium Designer, LTSpice, Atmel Studio, Proteus, PSoC Creator

EDUCATION

Bachelor of Engineering (Honors)

University of Auckland

2021 - 2024

- Relevant Coursework:** Embedded Systems, Digital Signal Processing, Algorithms and Data Structures, Artificial Intelligence, Control Systems

NCEA Level 3

Mount Roskill Grammar

2016 - 2020

- Merit Endorsed
- Achieved Technology Scholarship
- Achieved English Scholarship
- 1st in Level 3 Computer Science
- Prefect
- House Captain

AWARDS

Best Spirit Award - UN Youth (2021)

Outstanding Volunteer - UN Youth (2021)

Peer Mentor Of the Year (2020)

Lion's Community Spirit Cup (2019)

3rd Place - WDCC x Vista Case

Competition

INTERESTS

Music Production / Instrumentalist

Martial Arts

Theatre

Debating

REFEREES

Available upon Request.

PROFILE

I'm a final year Computer Systems engineering student seeking to grow my experience in tech - from hardware electronics to software development and everything in between. I have experience in web development, embedded as well as strong foundations in hardware. I strive to constantly learn and expand my knowledge with a keen interest in cybersecurity and machine learning. I am reliable, determined and can work well under pressure whether it's being solo or being a team player.

WORK EXPERIENCE

Software Engineering Intern

Fisher and Paykel Appliances

Dec 2022 - Mar 2023

- Implemented a user interface for a Python-based ML application, boosting user satisfaction.
- Conducted rigorous UI/UX testing, leading to iterative improvements and a polished final product.
- Incorporated stakeholder feedback from self-directed client meetings for application refinements.

Engineering Intern

Transactional.AI

Nov 2021 - Jan 2022

- Executed UI/UX testing, data gathering and analysis, which were communicated to tech leads, leading to core improvements of their application.
- Successfully deployed strategic marketing initiatives to enhance product visibility and engagement.
- Explored basic machine learning development for expanding personal technical skills.

Engineering Student Guide

University of Auckland

Jan 2022 - Present

- Delivering content on social media outlets for the Faculty of Engineering
- Facilitating tours and leading events designed for prospective students to experience engineering from a relatable perspective

EXTRA-CURRICULARS

Current Director/Performer

The Engineering Revue

2021 - 2024

- A variety stage show hosted at Skycity annually run entirely by engineers
- Leading the creative vision of the show, integrating all the moving parts, and being in charge of the writing team/content creation

Volunteer

UN Youth

2021 - 2022

- Assistant Coordinator of AMUN 2022 - Largest event of the organization boasting 300+ attendees
- Regional Manager for High School Student Ambassadors 2021 - paving the way for online civics education model UNs during COVID.

Marketing Executive

The Developers' Society

2023 - 2024

- Creating content on social media outlets for the club to successfully boost IT workshops and social events.

PROJECTS

Pathfinding Robot

- Developed a **PSoC 5** programmed self-navigating robot which traverses a maze using Dijkstra's algorithm developed with **C**.

FPGA Bird

- A flappy bird style game programmed in **VHDL** on a **Cyclone V FPGA DE0-CV** board connected to a VGA screen and played by a PS2 mouse interface.

Smart Energy Monitor - 1st Place

- An embedded systems project designed in a team of four to read the voltage, current and power from a load. Firmware in **C** written on **ATMega328PB**.

All my other projects can be found on my [Github](#)