Rahul Shah

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Education

University of Illinois at Urbana-Champaign, BS Computer Science (ENG), Junior

Class of Winter 2019 GPA: 3.37

Concentration in Big Data (AI/ML)

KTH Royal Institute of Technology, Stockholm, Sweden

Study Abroad Spring 2019

Experience

Justworks, Full-Stack Engineering Intern

New York, NY, May - August 2019

Compiled a report which would find data determining if a company was in compliance with the Affordable Care Act.

Remodeled the existing report generator to be automated, allowing my report to be encrypted and submitted automatically.

Finished the project ahead of schedule, allowing me to tackle miscellaneous bugs on the Justworks website (React & Rails).

Salesforce, Infrastructure Engineering Intern

San Francisco, CA, May - August 2018

Designed and implemented a data pipeline querying hardware and software configurations from Salesforce's datacenters.

Built an interactive data visualization to display the information to upper management and other engineers.

Shifted a server testing platform validating patches by spinning up hosts and storing database snapshots in AWS S3.

Chamberlain Group, Firmware Engineering Intern

Oak Brook, IL, May - August 2017

Succeeded in expediting my project by three months in order to receive a \$1.0M up-front payment.

Constructed an API utilizing callbacks that allowed communication between a garage door and connected home device.

Developed a platform-independent UART driver that could be configured to be single or multi-threaded.

Katalyst Technologies, Software Engineering Intern

Evanston, IL, July - August 2016

Assisted in developing a real estate app by creating a conceptual framework of the logistics and developing the UI.

Projects

DeepSleepNet Spring 2019

Recreated a Keras neural net (described in a study) that classified sleep stage based on an EEG & EOG readings. Improved upon the study by changing the layers/architecture, standardization, and using batch normalization.

CS 440 (Artificial Intelligence) & CS 447 (Natural Language Processing)

Fall 2018

Built a Pong CPU which was able to play either against a wall (~40 bounces) or against a human player.

Implemented the IBM model to align words between languages, the Viterbi algorithm for a part-of-speech tagger, and the CKY algorithm to parse sentences into binary rules. Accuracy of all models was >90% on test data.

Check out the source code at https://tinyurl.com/v75fulf4 or by visiting my website.

Trader Joes' Spring 2018

Constructed a mock trading platform for users to learn how to trade stocks without risk.

Users were able to make real-time trades and compete against others on the top-gainers leaderboard.

PURE Undergraduate Research

Fall 2017

Spring 2017

Fall 2018

Created a representation of Twitter in React S which allowed users to sort tweets based on sentiment and other filters.

Measured participants' responses to these filters and how people made sense of and reacted to what was displayed.

Accessible Sidewalks Fall 2018

Developed an Android app that showed disabled users where obstacles and inaccessible curbs were located on campus.

Used data from the accelerometer to switch to night mode and used polylines highlight obstructed sidewalks.

OTCR Consulting Consultant | August 2017 – Present

Devised a market-entry strategy for a mid-sized cachaça vendor by analyzing the potential Asian-Pacific countries.

Revamped a website for a large microelectronics company to display videos and information in an organized fashion.

CS 296: Data Visualization

Created an interactive bar graph accurately displaying the gender growth and decline in all majors at UIUC.

CS 498: Virtual Reality

Built Archer VR, a Tron-themed game that allowed users to shoot incoming enemies with a bow and arrow.

DevMatch Summer 2017

Using the Ruby on Rails framework, created a website that would allow developers to meet entrepreneurs. Check out the website at https://ancient-plains-97934.herokuapp.com or by visiting my website.

Skills

Current Classes: CS 421: Programming Languages & Compilers ENG 440: International Water Project

Selected Past Classes: CS 241: Systems Programming CS 374: Algorithms CS 225 Data Structures CS 411: Databases CS 447:

Natural Language Processing CS 440: Artificial Intelligence Artificial Neural Networks (KTH)

C/C++ Rails Java React Python MySQL AWS/GCP Android Node Docker Linux Unity HTML/CSS Technologies:

Interests

Music Sports Cooking Business