Rahul Shah

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Education

University of Illinois at Urbana-Champaign, BS Computer Science (ENG), Junior — *Class of Winter 2019*
Concentration in Big Data (AI/ML) — *GPA: 3.37*
KTH Royal Institute of Technology, Stockholm, Sweden — *Study Abroad Spring 2019*

Experience

Salesforce, Software 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*
- Created sorting algorithms to reorganize companies' customer databases.
- Assisted in developing a real estate app by creating a conceptual framework of the logistics and developing the UI.
- Compiled a product report on BoardShare, a multi-platform whiteboard, through tests with younger users.

Projects

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. Created a classifier which identified whether an image had an animal in it or not (80% accurate on test data).
- 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/y75fulf4 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*
- Created a representation of Twitter in ReactJS 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.

Atria Connect — *Fall 2018*
- Allowed doctors checking the platform to easily view, edit, and add new patients into the database.
- Integrated data tables into the front-end displaying patient records and made corresponding changes on the backend.

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 — *Spring 2017*
- Created an interactive bar graph accurately displaying the gender growth and decline in all majors at UIUC.

CS 498: Virtual Reality — *Fall 2018*
- Built Archer VR, a Tron-themed game that allowed users to shoot incoming enemies with a bow and arrow.
- Developed a flight simulator experience wherein users could fly around an island environment and shoot targets.

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: Machine Learning Deep Learning Artificial Neural Networks (KTH Royal Institute)
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 CS 498: Virtual Reality
Technologies: C/C++, Ruby, Java, React, Android, MySQL, Django, Python, Node, Docker, Linux, Unity, HTML/CSS

Interests

Music | Sports | Cooking | Business