Rahul Shah

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Education

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

Experience

Clearcover, Software Engineer II *Chicago, IL, March 2020 - Present*
Architected Kotlin microservices and a React Native frontend which process & pay claims in 30 minutes or less.
Revamped the process for configuring insurance configurations such that new rules could be specified easier using Jsonnet.
Integrated with various APIs and Kafka events, building services which provided claim estimation and roadside assistance.

EMLab Solutions Inc, Front-End Engineer *Champaign, IL, October 2019 – February 2020*
Designed, implemented, and refactored a new homepage, login, and electron diffraction microscope simulation.
Rewrote the entire application in React with a backend Flask REST API while also integrating Stripe for payments.

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.

Projects

TakeMeHome *Fall 2019*
Founded a company which aims to match riders traveling off campus with drivers who are going to a similar location.
Used SwiftUI to create the app and integrated with other APIs to handle payment and location services.

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, the Viterbi algorithm, and the CKY algorithm. 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' (Mock Trading App) *Spring 2018*
Constructed a mock trading platform for users to learn how to trade stocks without risk and compete against other users.

PURE Undergraduate Research *Fall 2017*
Created a representation of Twitter in React which allowed users to sort tweets based on sentiment and other filters.

Accessible Sidewalks *Fall 2018*
Developed an Android app that showed disabled users where obstacles and inaccessible curbs were located on campus.

OTCR Consulting *August 2017 – December 2019*
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.

Technologies

Kotlin | Django | Rails | Java | React | Kafka | Python | SQL | AWS/GCP | Android | Node | Docker | Linux | Swift | React Native | HTML/CSS | C/C++ | Microservices Architecture

Interests

Music | Sports | Cooking | Business