Sahil Joshi

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Education

University of Massachusetts Amherst   Expected Date of Graduation: May 2023
BACHELOR OF SCIENCE IN COMPUTER SCIENCE & MATHEMATICS
- GPA: 4.0 | Commonwealth Honors College | Chancellor's Scholarship | Dean's List
- Related Coursework: Data Structures & Algorithms, Computer Systems Principles, Introduction to Computation, Scientific Computing, Probability & Statistics, Python Bootcamp (Udemy), IOS App Development (Udemy), Web Development (Udemy)

Skills

Programming: Java, JavaScript, Swift, Python, C, HTML/CSS, React.js, Node.js, LaTeX, SQL, Git, REST API, Shell Script, MATLAB
Development: GitHub, Firebase, Heroku, Bootstrap, Realm, MongoDB, VS Code, Atom, Eclipse, Arduino, Trello, Agile, Scrum
Languages: English, German, Marathi, Hindi

Experience

Research Assistant   Remote
NLP tasks with Language Models   *Jul 2020 – Aug 2020*
- Conducted research on Language Models under the guidance of a PhD student at UMass.
- Focused on BERT and N-gram language models to study and understand their behavior.
- Wrote an evaluations paper on the different techniques used by Language Models.

Frontend Developer at College of Information and Computer Sciences   Remote
Project ReachOUT   *Jun 2020 – Aug 2020*
- ReachOUT is a web application, which will be used by students for scheduling appointments with academic professionals.
- Designed the UI of the web application in collaboration with a scrum team of 8 members using React.js.
- Prepared software for beta testing for the alumni in fall 2020.
- Attended standups twice a week and used GitHub and Trello in an Agile environment.

Undergraduate Course Assistant   Amherst, MA
Data Structures & Algorithms, Programming with Java   *Jan 2020 – Present*
- Conduct office hours to answer students' questions and help them strengthen their concepts about data structures.
- Debug and grade students' projects and provide relevant comments and other feedback to further students' skills and improve future work.

Intern at VASP SOLUTIONS LLP   Pune, India
Software Trainee   *May 2019 – Jul 2019*
- Solved several coding problems to achieve proficiency in Java.
- Learned IOS App Development. Made user-defined manuals for several applications in Word.
- Adapted to working with different people while working on the same project.

Projects

To-Do-List Web App
- Used Embedded JavaScript for the frontend and Node.js along with MongoDB for the backend.
- You can create different categories/pages by adding the name of the category you wish to create as the new endpoint.

Simon Game (sahiljoshi515.github.io/Simon-Game/)
- Built a memory game in which you need to keep track of the previous pattern and click on the next color which flashes on the screen.
- Used JavaScript and JQuery to achieve the functionality.

Arduino Projects
- **Liquid Temperature Measurement** using DS18B20: Wrote C++ scripts to modify the voltage received and converted it to a suitable temperature in degree Celsius. This answered my Science question: Which liquid cools faster?
- **Light Sensing Device** using an LED: Wrote C++ scripts to build this tool. The LED goes off when lights are turned ON and it turns on when lights are Turned OFF.

Guess The Flower
- Used the CoreML framework to build this application in XCode. It takes an image of a flower as the input and gives the name as the output based on the Inception v3 Model. Wrote this program in Swift.

Text-Based Games using Python
- **Tic-Tac-Toe**: Used Arrays for positioning and Loops for functionality, which can be played in a command-line.
- **Black-Jack**: Implemented Object-Oriented Programming to build this game, which can be played in a command-line.

Analytics
- Wrote a source code in Python which gathers information about COVID-19 crisis based on the country code you enter.
- Converted the data received from a third-party API into a .csv file using the Pandas library, which makes it more readable for the user.