






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 degrees 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.