Sahil Joshi

Mobile : (469)-465-3735

Email : sahiljoshi759@gmail.com
GitHub: github.com/sahiljoshi515

Education

University of Massachusetts, Amherst   Amherst, MA
Bachelor of Science in Computer Science and Mathematics   *Aug 2019 – Dec 2022*
- GPA: 4.0; Commonwealth Honors College; Chancellor's Scholarship
- Dean's List; Outstanding Undergraduate Course Assistant Award (2021)
- Coursework: Introduction to Algorithms, Search Engines, Artificial Intelligence, Programming Methodologies, Scientific Computing, IOS App Development Certification (Udemy), Web Development Certification (Udemy)
- Honors Thesis: Detection of DDOS Attacks using Binary Bits

Experience

Charles River Development, A State Street Company   Burlington, MA
Software Engineering Intern   *May 2021 – Aug 2021*
- Collaborated with 3 teams to transform the Charles River Investment Management Solution (CRIMS) application's Import Configuration UI from .NET to Angular.
- Integrated the new UI into the CRIMS application using C# and wrote Angular services to connect the UI to the SQL database. Leveraged the CRD libraries to support the data models in the back-end.
- Attended daily standups and worked in an agile environment to ship the final transformation in the newer version of the application and wrote a developer document on how to start/edit the Angular project for future reference.

College of Information and Computer Sciences, UMass Amherst   Amherst, MA
Frontend Developer   *Jun 2020 – Aug 2020*
- Worked on project ReachOUT, which is a web application that 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 alumni in fall 2020. App to be deployed in 2022.

College of Information and Computer Sciences, UMass Amherst   Amherst, MA
Undergraduate Course Assistant   *Jan 2020 – Present*
- Served as a mentor for Introduction to Problem Solving with Computers, Data Structures and Algorithms, Computer System Principles and Practice and Applications of Data Management.
- Hold office hours to answer students' questions and help them understand various technical competencies.
- Debug and grade students' projects and provide feedback to further students' skills and improve future work.

Projects

Simon Game
Developed a computer version of Simon Game which people play to sharpen memory. Used HTML/CSS to desgin the game and Javascript/jQuery to achieve fully functional gameplay.

To-Do-List Web App
Designed a web app which allows the user to create different categories/pages by adding the name of the category they wish to create as a new endpoint. Used Embedded Javascript for the front-end and Node.js/MongoDB for the back-end.

Guess The Flower
Created a mobile app which takes an image of a flower as the input and identifies its name based on the Inception v3 Model. Used the CoreML framework to build this application in XCode. Wrote the source code in Swift.

Language Models
Wrote an evaluations paper while conducting research on Language Models under the guidance of a PhD student at UMass. It consists of the different techniques used by Language Models to interact with data.

Programming Skills

Languages: Java, JavaScript, C, Swift, SQL, Python, Typescript, HTML, CSS, MATLAB, LaTeX
Frameworks: Angular, Node.js, React, MySQL, NoSQL, jQuery
Development: Git, Bash scripting, MongoDB, Heroku, Bootstrap, Unit testing, REST API's, Agile, Scrum