

Sahil Joshi

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Education

University of Massachusetts Amherst

Aug 2019 – 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, Vim, Eclipse, Arduino, Trello, Agile, Scrum

Languages: English, German, Marathi, Hindi

Experience

Research Assistant

Jul 2020 – Aug 2020

NLP tasks with Language Models

Remote

- 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.
- Learned and evaluated different techniques used by Language Models.

Frontend Developer at College of Information and Computer Sciences

Jun 2020 – Present

Project ReachOUT

Remote

- ReachOUT is a web application which will be used by students for scheduling appointments with advisors.
- Designed the UI of the web application in collaboration with a scrum team of 8 members with React.js.
- Designed the Login and Signup pages for mobile application and connected the pages to the backend with React Native.
- Attended standups twice a week and used GitHub and Trello in an Agile environment.

Undergraduate Course Assistant

Jan 2020 – Present

Data Structures & Algorithms, Programming with Java

Amherst, MA

- Conduct office hours to answer students' questions and help them strengthen their concepts about data structures.
- Debug and grade students' projects as well as provide relevant comments and other feedback to further students' skills and improve future work.

Intern at VASP SOLUTIONS LLP

May 2019 – Jul 2019

Software Trainee

Pune, India

- Solved several coding problems to achieve proficiency in Java.
- Learned the basics of Android and IOS App Development. Made user-defined manuals for several applications in Word.
- Learned to coordinate 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/)

- Inspired from a game which 8 years old play. It is 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 basic 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 basic 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 of the currently going on COVID-19 crisis based on the country code you enter.
- It converts the data received from a third-party API into a .csv file which makes it more readable for the user.