

# Shashwat Pritesh Dalal

(ダラール シャシュワット)

Second Year Computing Student at Imperial College

## INFO



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## TECHNICAL SKILLS

JAVA

HASKELL

C

C++

PYTHON

SQL

MATHEMATICA

INTEL 64

AWS

DOCKER

LIGHTROOM

## LANGUAGES

ENGLISH

GUJARATI

JAPANESE

HINDI

SPANISH

## HOBBIES

Scuba Diving, Photography, Running,  
Biking, Lacrosse, Making Bad  
Analogies

## EDUCATION

- *IMPERIAL COLLEGE LONDON, London, United Kingdom.*  
**Second out of Three Years Reading BEng in Computing**  
(Finished First Year with a 1<sup>st</sup> and 86% in Programming Module)
- *SAINT MAUR INTERNATIONAL SCHOOL, Yokohama, Japan*  
**High School Diploma, and IB Diploma, 2016**  
(42 Points in IB and Graduated with Highest GPA and IB Score in Class)

## WORK EXPERIENCE

- *SOFTWARE DEVELOPER AT TOKYO ACADEMICS*  
**Tokyo, 2017 (2 months)**  
Worked on creating teaching resources for a Python Machine Learning course, which included a web-app where students would upload their own ML model and would compete to yield the highest prediction accuracy for a defined data-set. Additionally, learnt AWS and Docker to help with infrastructure migration.
- *PRODUCT DEVELOPMENT INTERNSHIP AT TOKYO ACADEMICS*  
**Tokyo, 2016 (1.5 months)**  
Individually pioneered a 'Minecraft with Python' and JavaScript course at a tutoring firm. Used Java/Python libraries to develop a two week curriculum. Later under supervision of a McKinsey alumni, taught and evaluated the curriculum.
- *ROBOTICS INTERNSHIP AT ABB*  
**Tokyo, 2015 (2 months)**  
Using rapid and RobotStudio, implemented and tested solutions for several Japanese firms using both four-axis and six-axes robots.

## OTHER EXPERIENCES

- *ARM 11 - C ASSEMBLER, EMULATOR, ARCADE TRON. June, 2017*  
In a team of four, developed an emulator and assembler for a subset of ARM11 instructions which eventually ran on a Raspberry Pi. Our arcade Tron game included n AI players and used a pruned minimax approach. Being the group leader, I was in charge of code reviews, version control strategy, and modularization of the code base.
- *IC HACKATHON - MOVIE RECOMMENDATION APP. January, 2017*  
In a team of four, wrote an app that using previously liked movies on Facebook, recommended movies. The app was written for IOS using ReactNative, and the webserver which ran a sparse de-noising auto-encoder was written using Django. Personally worked on backend communication and handling of various movie databases and the native app. The hack won the award of "Best Fresher's Hack".
- *CHIEF TECHNOLOGY OFFICER OF SAINT MAUR DEVELOPMENT COMMUNITY.*  
**Sophomore, Junior Year of High School**  
Developed games using Java and Javascript and uploaded them onto a website that was locally hosted. Was in charge of programming the games and ensuring continuity and quality control for all code on the website. I was also in charge of marketing and demographic behavior.