

# SHUBHAM GUPTA

shubham.g2596@gmail.com · (562) 538 4712 · linkedin.com/in/shubhamgupta25

## EDUCATION

**California State University, Long Beach**  
Masters of Science **Computer Science**  
**Thapar University**  
Bachelors of Engineering **Computer Science**

California, United States  
January 2022 - Present  
Patiala, India  
May 2015 - May 2019

## EXPERIENCE

**California State University**  
*Teaching Assistant*

Long Beach, California  
March 2018 - May 2018

- Instructed 50+ Undergraduate students in Data Structures with Python lab
- Collaborated with Professor to design the weekly assignments and also graded them

**Deloitte**  
*Assistant Manager*

Bangalore, India  
June 2021 - December 2021

- Developed end to end shippable components and modules in Angular 7 and APIs using C# .NET core
- Participated in design discussions and code reviews to promote reusability and robustness of code

*Software Developer*

May 2019 - May 2021

- Created self-contained, reusable and testable components in Angular for custom visualization requirements
- Developed micro-services in .NET core to carry out business logic

*Undergraduate Intern*

January 2019 - June 2019

- Developed responsive web user interface using HTML, CSS, JavaScript, Bootstrap
- Debugged the existing code to improve website performance and user experience

**2Pi Interactive**  
*Game Developer Intern*

Hyderabad, India  
May 2018 - June 2018

- Worked with designers to implement gameplay features and functionality using C# in Unity 3D
- Involved in minimizing of game size by 60%, ease of level making and optimized gameplay which was achieved through XML mappings

## PERSONAL PROJECTS

### Coffee Store Sales Prediction and Inventory Analysis

- Analyzed data distribution, and relationships among them using correlation matrix and SHAPly feature interactions
- Created a Sales predictor using regression models( Random Forest, GBM, Light GBM, XGBoost). The developed models achieved accuracies up to 90%
- Provided insight and recommended initiatives based on the sales predictions, which increased sales up to 31%

### Deep Learning based Conformal Prediction for Cardiovascular Disease

- Created predictive models on health disease dataset using ML models( Random Forest, KNN, SVM, Light GBM, XGBoost). The accuracy achieved among all the models was between 70 - 85%
- Developed Density based Conformal prediction to determine precise levels of confidence in new predictions
- Developed Explainer Dashboard which provides interactive dashboards for analyzing and explaining the predictions and workings of ML models

### Virtual Reality Army Training Software

- Developed a VR Software for Army Trainees to experience war-based situations in the Virtual World.
- Used Unity to develop the game( codes written in C#), used Oculus as a VR device

## SKILLS

Programming Languages:	C, C++, C#, Javascript, Typescript
Frameworks	.NET Core, ASP.NET MVC, Web API , Angular 7
Libraries:	AngularJS, Angular Material, NodeJS, jQuery, LINQ
Markups:	HTML, CSS
Database:	SQL Server, MongoDB
Software Development Methodologies:	Agile, Scrum
Version Control Tools:	Git, VSTS, Source Tree
Game Development Tools:	Unity 3D, Blender, Adobe Photoshop, Adobe Premier

## ACHIEVEMENTS

Won BYOG Hackathon conducted by NASSCOM and Maharashtra government.  
National Level Abacus Competition Winner

March 2018  
January 2011