VIR NARULA

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Education

University of Illinois at Urbana-Champaign

Bachelor of Science in Computer Science

Minor in Business

GPA: 3.70

Expected Graduation: May 2023

Work Experience

University of Illinois at Urbana-Champaign - *Undergraduate Research Programmer*   *May 2020 – Present*

- Worked as part of LLVM research group developing HPVM, a heterogenous and parallel compiler infrastructure
- Implemented error reporting modules to be more informative, contextual, and extensible for programmers
- Created compiler front-end to convert traditional C/C++ code into domain-specific HPVM-C

Minimize Tremors – *Microcontroller Developer*   *April 2020 – Present*

- Programmed microcontroller for startup developing wearable tremor-dampening device for Parkinson's patients
- Created functional prototypes to collect and process data, and cause systems adjustments for various tremors
- Simulated Parkinson's tremors on a mechanical hand using Python libraries

Projects

Speechful – *Desktop Application Developer*   *August 2020 – Present*

- Developed speech-based document editing solution for those who have trouble using keyboards
- Used React.js, Electron, Javascript, and Google Speech to create desktop application
- Awarded Runner-up Best Pitch at HackThis 2020 as lead developer in team of 3

ACM Pixel – *Front-end Developer*   *August 2019 – December 2019*

- Created a web front-end for a project to help familiarize new programmers with command line
- Used HTML, CSS, JavaScript, Python, Docker, and Bootstrap

Deep Learning Games   May 2020 – Present

- Created deep learning models to play popular games such as Blackjack, Flappy Bird, and Snake
- Used Keras + TensorFlow for learning and PyGame for mechanics.

School Involvement

SIGMobile (Special Interest Group for Mobile Development) – Member   August 2020 – Present

- Developed various Android Applications in teams such as online games, and personalized stocks apps

Project Code – Member   January 2020 - Present

- Developing a new Engineering student portal to connect students with groups and events in team of 8

Awards, Honors, and Important Roles

Runner-up Best Pitch at HackThis, HackIllinois, - Awarded prize for second-best overall product pitch   August 2020

Excellence in Computer Science Award- Awarded to the top computer science student of the year   May 2019

Computer Honor Society (President) - Organized events to promote interest in Computer Science   *2016 - 2019*

School Class Council (*President) - Organized major school events such as Prom and Graduation*   *August 2015 – May 2019*

SKILLS & INTERESTS

Languages: English (Native), Hindi (Fluent), French (Conversational)

Programming Languages: *Proficient:* C/C++, Java, Python. *Intermediate*: HTML, CSS, JavaScript, SQL, Haskell

Tools and Technologies: LLVM, Keras, Tensorflow, Microcontrollers, Bootstrap, React.js, WebSockets

Interests: Compilers, Programming languages, Deep-Learning, Embedded systems, Web Dev, Mobile Dev