

Education

Cupertino High School

Expected Graduation in 2022

Coursework

AP Computer Science
AP Calculus BC
AP Chemistry
AP United States History

Awards

- Apple WWDC Student Scholarship (2021)
- Society for Vascular Surgery Accepted Abstract (2021)
- Eagle Scout and Bronze Palm (2020)
- 1st Place for FBLA Computer Game and Simulation Event, State (2019)
- 6th Place for FBLA Computer Game and Simulation Event, National (2019)

Grants

2020 Boring Trust Research Award

Stanford Cardiovascular Institute
December 2020

\$15,000 to fund the development and testing of Vascular1

Skills

- Python: TensorFlow (limited)
- C#: Unity OOP
- Swift: XCode, Playgrounds
- HTML/CSS: Bootstrap
- Java

Experience

Stanford University | Research Lead

Stanford, CA

June 2020 - Present

- Developing *Vascular1*, a virtual-reality based surgical training tool for ultrasound guided vascular access.
- Working under the guidance of medical students and surgeons
- Undergoing clinical trials with medical students and surgical residents at the Stanford School of Medicine
- **Tools:** *Unity Game Engine, Blender*
- **Languages:** *C#*

The Coder School | Instructor

Cupertino, CA

May 2019 - Aug 2019

- Developed content and taught programming skills to students
- **Languages:** *Python, Java*

Boy Scout Troop 407 | Eagle Scout

Cupertino, CA

August 2015 - Present

- Senior leader of Boy Scout Troop 407

Cupertino Future Business Leaders of America | Webmaster

Cupertino, CA

August 2018 - Present

- Developed a website for managing the Cupertino FBLA program
- Source at: github.com/vishalshenoy/cupertinoofbla
- **Languages:** *HTML, CSS*

Projects

Vascular1 | VR Module

vascular1.ai

- Surgical tool built in Unity Game Engine
- 3D graphics designed in Blender
- Programmed in C#
- Implements Oculus Quest VR headset hardware

iSpy | Mobile App

- Published mobile app on the Apple App Store
- Image recognition using CoreML with a Resnet50 model
- Built in Xcode using Swift

Business Class | Computer Game

- Award winning computer game designed to teach business principles to high school students
- Built in Unity using C#