Shubham Mehta

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SUMMARY

BS/MS in computer science with work experience in Java, Python, C++, AWS Lambda and research seeking a full-time position for Summer 2021. On a fast-track course to graduate bachelor's in 3 years (May 2020) and master's in 1 year (May 2021).

EDUCATION

Major: B.S., Computer Science Minor: Business **Graduated May 2020**
Arizona State University, Tempe, AZ Cumulative: 3.84/4.00 GPA Major: 3.96/4.00 GPA
Major: M.S., Computer Science (Big Data Systems) **Graduating May 2021**
Arizona State University, Tempe, AZ Cumulative: 4.00/4.00 GPA

TECHNICAL SKILLS

Programming: Java, Python, C++, C, R, Scheme, Prolog, VB. Net
Tools and Technology: AWS Lambda, Git, Unity, HTML/DOM & JavaScript, JMP Pro 13, MATLAB, SOLIDWORKS, Axure RP 9

RESEARCH PROJECTS

Emotional Response to Vibrotactile and Thermal Stimulation (Publication in progress) **05/2019 – present**

- Build and modified JAVA GUI and Python scripts to run the application. Used Arduino to connect with a haptic chair.
- Collected data from 60+ participants to explore emotional responses to vibrotactile and thermal stimulation to guide the design of future human computer interface. Currently analyzing the data to find interesting patterns.

Indoor Localization for Navigational Aid (FURI) **05/2018 – 05/2020**

- Build skills in Echo Dots using AWS Lambda to function like virtual receptionists with utilizing information such as location, user ID, and queries to aid users in wayfinding and information discovery.
- Collaborated with SpotSense's technology with Bluetooth beacons to triangulate exact position of devices.

Automatic Tagging of Medical Texts (Academic Project) **08/2019 – 05/2020**

- Created a program to automate highlighting medical terms in order to improve the accuracy of diagnoses.
- Built a RESTful API for the front end in JavaScript to connect with the backend in Python.
- Currently working on a Machine Learning algorithm to process big data sets and integrating NLP to associate similar words and phrases.

Simulation-Based Inquiry-Oriented Linear Algebra **05/2019 – 08/2019**

- Created a Linear Algebra game using WebGL which covers important concepts like span and vector spaces.
- Collected data from students all over campuses of ASU and Maricopa Community Colleges to help students.

PERSONAL PROJECTS

Ace It, Chrome Extension (1st Place @SunHacks Hackathon) **11/2018**

- Built a Chrome Extension using JavaScript to obfuscated blocked content on a solution website, by cross-referencing a database of existing solution and replacing the obfuscated content with the found data.

Recater (Top 7 @HacksForHumanity Hackathon) **10/2018**

- Built an efficient backend algorithm using Java for a React front-end of a food donation web app, which matches caterers with NPOs to provide seamless notification about leftover food pickup.

Volunteer Registration Web App (@OpportunityHack Hackathon) **09/2018**

- Built the notification and hours tracking algorithm using JavaScript, RESTful API and Twilio API, to assign and contact best volunteer match for an event based on their previous history of attendance and notify them via a SMS.

Additional Experience

- Grader (Java and Python) **01/2020 – 05/2020**
- Undergraduate Teaching Assistant (Java), Section Leader **08/2018 – 12/2019, 05/2019**
- Technology Consultant **03/2019 – 08/2019**