

Yash Shah

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EDUCATION

RUTGERS UNIVERSITY, SCHOOL OF ENGINEERING

GRADUATED MAY 2020

B.S. in Electrical & Computer Engineering | Minor in Computer Science & Entrepreneurship

Relevant Coursework

- Data Structures
- Algorithms
- Systems Programming
- Operating Systems
- Computer Architecture
- Network Security
- Digital Logic Design
- Digital System Design
- Linear Systems & Signals
- Artificial Intelligence
- Robotics & Computer Vision

SKILLS

PROGRAMMING Python • Go • JavaScript • Java • C • C++ • Dart • GraphQL • SQL

FRAMEWORKS React • Flutter • Apollo • Celery • Node • Android • iOS • Mapbox • Stripe

SOFTWARE Git • Bash • Google Cloud • Firebase • Digital Ocean • Airflow • Docker • NGINX • Figma • JIRA

EXPERIENCE

KHAN ACADEMY | SOFTWARE ENGINEER, CLASSROOMS PRODUCT TEAM

JUNE 2020 - PRESENT

- Work on features which create new, impactful ways for teachers and students to use Khan Academy in the classroom.
- Led design and implementation of a new, Airflow-based data ingestion pipeline used for automating the process of collecting and updating the in-product set of domestic and international schools from available public records.
- Implemented data models, business logic, and GraphQL API in Go as part of a company-wide effort to move away from a monolithic web app to a services oriented architecture (blog.khanacademy.org/go-services-one-goliath-project).
- Led an intern through the planning and development phases of a context aware pane which provides helpful links for teachers.

GISUAL | SOFTWARE ENGINEER

JANUARY 2020 - JUNE 2020

- Developed core components for visualizing real-time power outage data on map layers in the web tool using React & Mapbox.
- Investigated real-time public data feeds to design an effective predictive modeling pipeline for identifying power outages.
- Quickly reacted to customer pilot programs by delivering critical bug fixes and prioritized feature implementations.

KHAN ACADEMY | SOFTWARE ENGINEERING INTERN

JUNE 2019 - AUGUST 2019

- Developed an end-to-end solution for onboarding teachers, students, and administrators onto new product offerings for school districts with extensive data privacy considerations using React, Python & GraphQL (khanacademy.org/district).
- Enhanced support tools for the Classrooms product by surfacing user statistics to aid in debugging.

ARRIA NLG | SOLUTIONS ENGINEERING INTERN

JUNE 2018 - MAY 2019

- Worked with the pre-sales team to design PoC narratives to demonstrate various applications of natural language generation.

SIEMENS CORPORATE TECHNOLOGY | SOFTWARE DEVELOPMENT INTERN

AUGUST 2017 - MAY 2018

- Designed & implemented a web application with Angular & D3 to identify code vulnerabilities using abstract syntax trees.
- Developed a Python application to simulate models of electric vehicle charging infrastructure under varying power loads.

PROJECTS

ROYZA | 2020-21

royza.app

Led technical design & development of a new, mobile based service which connects high-quality chefs with local users looking for affordable meal prepping services. Built the beta platform using Flutter, Firebase & Stripe with features including localized chef listings, order customization flows, auto-generated shopping lists, booking management, in-app messaging, etc.

OPUS | 2019-20

github.com/shahhyash/Opus

Worked with my capstone project team to create a musical game where the controller is a real, physical piano. For this project, I implemented existing research of pitch estimation algorithms to process live audio into a real-time data stream of piano notes using native iOS frameworks. The result accurately detects all 72 piano keys with sub-second latency on an iPhone.

COAGMENTO | 2015-16

github.com/shahhyash/CoagmentoAndroid

Designed & developed an Android client for Coagmento, a research-focused collaboration service developed by InfoSeeking Labs.