

# Sahil Joshi

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## Education

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### University of Massachusetts, Amherst

Amherst, MA

*Master of Science in Computer Science*

*Sept 2023 – May 2024*

*Bachelor of Science in Computer Science and Mathematics*

*Sept 2019 – May 2023*

- GPA: 4.0; Commonwealth Honors College; Chancellor's Scholarship
- Dean's List; Outstanding Undergraduate Course Assistant Award (2021)
- Coursework: Introduction to Algorithms, Search Engines, Artificial Intelligence, Information Systems, Scientific Computing, iOS App Development Certification (Udemy), Web Development Certification (Udemy)
- Honors Thesis: Detection of Distributed Denial Of Service Attacks Using Binary Signals

## Professional Experience

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### Lutron Electronics

Philadelphia, PA

*Software Engineer Co-Op (iOS App Developer)*

*May 2022 – Present*

- Improve the design and workflow for the Lutron app, which is used for controlling lights, fans and shades. Fix bugs on a bi-weekly basis to improve the iOS app's ratings.
- Design the feature for Widget Zone Control. This feature lets the users control individual devices from the widget by providing them more flexibility from outside the app.
- Partner with other students to think about test strategies for the new feature and write unit tests to minimize the errors in the app.

### Charles River Development, A State Street Company

Burlington, MA

*Software Engineer Intern*

*May 2021 – Aug 2021*

- Collaborated with 3 teams to transform the Charles River Investment Management Solution (CRIMS) app's Import Configuration UI from .NET to Angular.
- Integrated the new UI into the CRIMS app using C# and wrote Angular services to connect the UI to the SQL database. Leveraged the company's libraries to support the data models in the back-end.
- Attended daily standups and worked in an agile environment to ship the final transformation of the UI in newer version of the app and wrote a developer document on how to start/edit the Angular project for future reference.

### Manning College of Information and Computer Sciences, UMass Amherst

Amherst, MA

*Undergraduate Course Assistant*

*Jan 2020 – May 2022*

- Served as a mentor for 4 courses including Introduction to Problem Solving with Computers, Data Structures and Algorithms, Computer System Principles, and Practice and Applications of Data Management.
- Held office hours to answer students' questions and helped them understand various technical competencies.
- Debugged and graded students' projects and provided concrete feedback to further their coding skills.

## Projects

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### Simon Game

Developed a computer version of "Simon", which people play to sharpen memory. Used HTML/CSS to design the game and Javascript/jQuery to achieve fully functional gameplay.

### Guess The Flower

Created a mobile app which takes an image of a flower as the input and identifies its name based on the Inception v3 Model. Utilized the CoreML framework to build this application in XCode. Wrote the source code in Swift.

### Whack-A-MoLED

Crafted an electronic version of the famous arcade game "Whack-A-Mole". Simulated the hammer motion using an accelerometer and the appearance of moles using the LEDs. Wrote the script for this project in C++.

## Programming Skills

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**Languages:** Java, JavaScript, C, Swift, SQL, Python, Typescript, HTML, CSS, MATLAB,  $\text{\LaTeX}$

**Frameworks:** Angular, Node.js, React, MySQL, NoSQL, jQuery

**Development:** Git, Bash Scripting, MongoDB, Heroku, Bootstrap, Unit Testing, REST API's, Agile, Scrum