SHUBHAM SINGH

Austin, TX • +1 (608) 504-1069 • singh68@wisc.edu linkedin.com/in/shubhamsingh5 • github.com/shubhamsingh5 • thisisshubham.com

WORK EXPERIENCE

Hewlett Packard Enterprise | Austin, Texas

Frontend Developer

Feb 2021 - Present

- Working on multiple quoting platforms as a frontend developer using **React/Redux**
- Developed core UI components for quoting services interfacing with Hybris eComerce APIs
- Led design efforts from gathering business requirements, to wireframing and prototyping on **Figma** for core components

DataChat | Madison, Wisconsin

Software Engineer

- Worked as a full-stack web developer implementing features for a conversational data science platform using **React/Redux**, **Python** and **Golang**
- Designed and developed a product tour to onboard new users
- Developed a rich, new file manager to allow users to upload and remove files
- Owned several projects, such as redesign of the platform homepage
- Implemented a chart sharing feature to enable real-time collaboration over a chat-based conversation
- Led a team of developers to build a dashboard page to display charts and tables in an interactive presentation format

Picanva | Bangalore, India

Full-stack Web Development Intern

April - June 2019

- Developed a serverless backend from scratch using **Firebase Cloud Functions** which communicated with a **Firestore** database for an artist discovery and contracting platform.
- Streamlined the addition of new artists by developing an admin portal and a **REST API** for creation and retrieval of artist data
- Designed and developed several pages on a **jQuery**-based frontend using **Materialize** for the core product website
- Proposed and implemented solutions to simplify integration between existing services and the new cloud-based backend
- Led extensive code reviews which dramatically reduced clutter in the codebase

AlignBooks | Delhi, India

Software Engineering Intern

- July Aug 2019 existing **Android** application using **SQLite**
- Implemented data persistence and sync in an existing **Android** application using **SQLite** to ensure app functionality in regions with low network connectivity
- Refactored app screens to use the new Android **ConstraintLayout** library in order to minimize deeply nested layouts
- Interfaced with designers to improve $\ensuremath{\text{UI/UX}}$ and ensure consistency across pages for AlignBooks' product website

PROJECTS

Sur | https://github.com/shubhamsingh5/sur

Developed an **Android** application that automatically flips pages of sheet music by listening to and recognizing the notes being played through real-time **Fast Fourier Transform**.

Fitness Tracker | https://github.com/shubhamsingh5/reactnative-fitness-tracker

Designed and developed a fitness tracker app using **React Native** that allows users to track workouts and daily calorie consumption.

Pokédex | https://github.com/shubhamsingh5/pokedex

Designed and developed an offline-first **Android** app using **Android Architecture Components** to neatly display information such as moves and stats about Pokémon from the PokéAPI

SKILLS

Languages

C, Java, HTML, CSS/SCSS, JavaScript (ES6), TypeScript, Python, GraphQL, SQL, Matlab, Verilog/SystemVerilog

Frameworks & Libraries

Struts, Hibernate, Bootstrap, Materialize, jQuery, React, Node, Webpack, Express, Gatsby, Next.js, MongoDB, Prisma, Android Jetpack, RxJava

Tools & Software

Git/Github, Android Studio, Adobe XD, Figma, MSSQL, Agile (Scrum), Netlify, Heroku, Firebase

EDUCATION

University of Wisconsin-Madison Bachelor of Science in Computer Engineering and Computer Sciences

- May 2020 - GPA: 3.43
 - GPA: 3.43 - Dean's Honor List

Coursework:

- **Software**: Data Structures and Algorithms, Artificial Intelligence, Operating Systems, Information Security, User Interface Design
- Hardware: Digital System Design and Synthesis, Computer Architecture, Microprocessor Systems, Communication Networks

EXTRACURRICULARS

MHacks 9: Learn to Save – A Minecraft Mod

Wrote a Minecraft mod using **Java** and the **Minecraft Coder Pack** that implements an in-game banking functionality featuring investments, deposits and loans

Feb 2020 – Jan 2021