ISHAN CHAWLA

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EDUCATION

University of California, Merced

2026

B.S. Computer Science, GPA 3.7

Intro to Programming (A+), Advanced Programming (A+), The Machine Learning Age (A), Data Structures and Algorithms (A), Chancellor's Honors

App Academy, New York City

2024

An in-person full-stack web development bootcamp spanning 16 weeks, covering JavaScript, React, Redux, SQL, MongoDB, Express.js, Ruby on Rails, TDD and all necessary skills for full-time SWE roles

EXPERIENCE

Software Engineering Intern

June 2024 - Present

Walmart Global Tech

- Placed into E2E team for Walmart Business
- Contributed to team-wide code modernization effort
- Integrated GraphQL api for automated test resiliency

Founding Engineer

Sept 2023 - Sept 2024

Shoppd (startup)

- Created the company landing page featuring mobile-friendly responsive design and a modern sleek UI
- Integrated Google Cloud Firestore to collect user emails for a waitlist in a NoSQL document database
- Building iOS Mobile app using SwiftUI to load Amazon order history and synchronize with server data
- Developing back-end infrastructure using AWS API Gateway, DynamoDB, Neptune, and Gremlin QL
- Writing serverless AWS Lambda functions in Node.js with properly managed IAM roles and policies

Artificial Intelligence and Machine Learning Instructor

June 2023 - Aug 2023

iD Tech Camps

- Taught AI and ML, including data transformation and image classification using Keras and other libraries
- Independently managed classes of 8-12 high schoolers, debugging their unique AI projects
- Translated complex neural network concepts and terminology into understandable language

PROJECTS (Github: /KooShnoo)

Website - <u>lipu sinpin</u> (React, Redux, Ruby on Rails, TypeScript)

Jan 2024

- Launched a full stack clone of Facebook with user profiles, likes, image attachments, and more
- Implemented custom data fetching logic, including state control and loading, error, and success states
- Developed custom user auth using bcrypt to secure user passwords and session tokens for logins

Website - Pokémon Programming (Three.js, Monaco, Jasmine/Jest, TypeScript)

Dec 2023

- Produced a gamified lesson platform, teaching users programming through simple coding exercises
- Implemented 3D Pokémon characters with animations responsive to user progress for gamification
- Integrated a code editor, linter, and testing framework for a fully featured development experience

Website, Desktop App, Wii Program - Meenle-Noonle (Rust, Wasm, JavaScript, Blender)

July 2022

- Engineered a client-side 3D software raster renderer capable of displaying and transforming 3D meshes
- Programmed render logic in Rust from scratch with no dependencies, compiled to Wasm for the web

SKILLS

- Languages: English (Native), Spanish (Intermediate), German (Intermediate), Hindi (Passive Bilingual)
- Programming: Gremlin QL, Swift/SwiftUI, Rust, TypeScript, React, Express, Node.js, Ruby on Rails, Flutter, SQL, MongoDB, Python, Keras, AWS, C++, Firebase, Blender