

Shah, Kanishk

Software Engineer, Machine Learning Engineer, Game Developer



SUMMARY

Hello, I'm Kanishk Shah from USC, Los Angeles.
I'm familiar with several languages, in several roles.
Knowledge transfers between these domains, so does passion.

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🌐: [kanishkshah](#)

in: [Shah, Kanishk](#)

Experience



Jan 2024 – present

Teaching Assistant at [University of Southern California](#)

SUMMARY

USC has the best games program in the world, and I'm ACTUALLY TEACHING part of it!

- Delivered lectures on Game Design
 - Impactful, innovative mechanics, support mechanics that have a purpose, integrated mechanics, and emergent gameplay
 - Challenge-based Tutorialization, Game Balancing
- Technical lectures
 - Unity physics, debugging, design, passing values

Jun 2022 – Dec 2022

SW Engineer Intern at [Shah Shah & Co.](#)

SUMMARY

Shah Shah & Co is a mid-sized finance company based in Mumbai.

- Investments and Metric Tracking
 - Automate tracking of work progress and visualize metrics related to investments

Apr 2021 – Jul 2021

Computer Vision Intern at [Dimensionless Technologies](#)

- Developed a solar panel defect detection algorithm that helps save 30% power monthly on a 4 GW scale

Feb 2021 – Apr 2021

Machine Learning Intern at [Resolute AI](#)

- Created a model for assembly line defect detection that saved 10% of the company's monthly budget

Awards



USC Honors Program from USC

- Straight A student

UCB AI hackathon from UC Berkeley Skydeck

- Reached penultimate stage

Volunteer



Jul 2020 – Jul 2021

Mentor at Unicode

SUMMARY

Mentoring for web projects like a website for a blind school, an NGO, and an E-commerce website for a local business.

- Awarded 'Best Mentor' for mentoring web projects.

Aug 2020 – Aug 2021

Mentor at Codestars

SUMMARY

Teaching Algorithms and Data Structures to Sophomores

Jan 2019 – Mar 2019

Augmented Reality Intern at [peAR Technologies](#)

- 100k+ Downloads

Education



Jan 2023 – Dec 2024

Master in Computer Science

from University of Southern California with GPA of 4.0 / 4.0

- Autonomous Cyber Physical Systems
- Game Development
- Algorithms and Data Structures
- Operating Systems
- Deep Learning
- Advanced Database Systems

Jul 2018 – Jun 2022

Bachelor in Computer Engineering

from Dwarkadas J. Sanghvi College of Engineering with GPA of 4.0 / 4.0

- Operating Systems
- Software Engineering
- Artificial Intelligence
- Computer Architecture
- Computer Networking
- Database Systems

Projects



[DC GANs and VAEs for Image Generation](#) : Jul 2020 – Aug 2020

SUMMARY

Using a large dataset of celebrity images, created a way for latent space interpolation between images, and a way to generate new images.

- Latent space Interpolation
- Image Generation

[UC Berkeley AI Hackathon - Nurse Tutor Assistant](#) : Jun 2024 – Jun 2024

SUMMARY

There is a severe shortage of nurses, and applicants are being turned down because of a lack of tutors. We created a tutor assistant that can help students learn and practice nursing skills.

- Reached the penultimate stage

Languages



- English : ★★★★★
- Gujarati : ★★★★★
- Hindi : ★★★★★
- German : Basic

Skills



Python : ★★★★★

- PyTorch
- Tensorflow
- OpenCV
- Pandas
- ML Systems
- Scrapy

Web Development : ★★★★★

- HTML
- CSS
- Javascript
- Typescript
- Angular
- Flask
- Django
- Nodejs

Game Design and Development : ★★★★★

- Unity
- Unreal Engine
- Game Design
- Game Balancing

Database Development : ★★★★★

- Concurrent Programming
- SQL on Files

C++ : ★★★★★

- Modern C++(17/20)
- System Programming
- CUDA

Algorithm : ★★★★★

- Java : ★★★★★
- Android
- Spring

Rust : ★☆☆☆☆

Go : ★☆☆☆☆

Sociability : ★★★★★

- Leadership
- Affable