DIVYA BHATI

dipsbhati6@gmail.com | (224)-830-6498 | divyabhati.com

EDUCATION

University of Illinois at Urbana-Champaign   *Expected December 2020*
B.S. in Computer Science   GPA: 3.75/4.00

Relevant Coursework:

  Data Structures • Algorithms and Models of Computation • Systems Programming • Computer Architecture
  Parallel Programming • Distributed Systems • Artificial Intelligence • Deep Learning • Statistics and Probability

WORK EXPERIENCE

Amazon | Software Development Engineer Intern   *May 2020 – August 2020*
Seattle, WA (Remote)
  - Designed and implemented a testing canary in Java for the S3 server access logging configuration service.
  - Configured the canary to run once per minute, publish metrics to the AWS CloudWatch console, and alarm the S3 Management team on failures, thereby measuring the health of the bucket logging configuration API's.
  - Built pipeline to synthesize CloudFormation resources and automate canary deployment across all AWS regions.
  - Created a unit test suite using JUnit5, Mockito, Log4j, and Lombok to validate canary behavior.

State Farm | Software Development Intern   *May 2019 – August 2019*
State Farm Research and Development Center, Champaign, IL
  - Used Python to determine sentiment in customer call center data and gain insight into call quality improvement.
  - Leveraged tools such as the NLTK library to author a redaction script that filters out SPI and PII from text.
  - Filed a patent application for development of a transcription, redaction, and sentiment analysis pipeline.
  - Won company-wide hackathon for creating a claim filing mobile app built using Python, Swift, and AWS services such as the Rekognition API, S3 buckets, and Lambda functions that query a DynamoDB database.

SRTI Lab | Undergraduate Research Assistant   *January 2019 - Present*
Social Research and Technology Innovation Lab, Urbana, IL
  - Part of the Student Success project which analyzes factors that affect course performance for students in the Gies College of Business and predicts performance in future courses.
  - Developed a React web application that monitors tech services across campus such as computer lab usage.

PROJECTS

Q-Learning Snake | Python | Numpy | Pandas   *March 2019*
  - Implemented a reinforcement Q-Learning model in Python to learn and play the game Snake.
  - Used Bellman equation to reward state-action pairs and achieved an average score of 24 after 1,000 training runs.

PONG++ | C++ | openFrameworks | Photoshop   *April 2018*
  - Created Pong in C++ using an openFrameworks GUI with game sprites created in Photoshop.

SKILLS

  - Software development with Java, C++, C, and Swift.
  - Data analysis with Python and visualization using JavaScript charting libraries.
  - Front-end development with JavaScript, HTML, CSS, and React.js.