HARSH DEEP

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EDUCATION

University of Illinois at Urbana-Champaign   **Aug 2018 - May 2022**
Bachelor of Science in Computer Science and Statistics   *Cumulative GPA: 3.70/4.0*
Courses: *Data Structures, Systems Programming, Cognitive Engineering (grad),*
        Statistical Analysis, Statistics and Probability I&II, Methods of Applied Statistics

EXPERIENCE

University of Illinois at Urbana-Champaign   **Jun 2021 – Aug 2021**
REU Intern – Human Computer Interaction
- Collaborated in a team of 4 researchers that developed an accessible live broadcast player (React, Redux, DvaJS), creating the first widely accessible Board of Trustees operation across 3 universities.
- Implemented ARIA support on 3 different website features and fixed keyboard accessibility for 28 actions.
- Filed 27 issues accessibility and feature improvements, outlining a future roadmap for a team of 10+ developers.

University of Illinois at Urbana-Champaign   **Jan 2021 – May 2021**
Head Course Staff
- Co-led a group of 200+ undergraduate and graduate staff teaching CS to 600+ students in Java and Kotlin.
- Spearheaded an initiative that selected 17 reading articles exploring the ethics and diverse issues of CS that impacted 8-16% of weekly exam grades.
- Established a new check-in and meeting structure with 124 total responses to uplift diverse staff opinion.
- Awarded the Fisher Outstanding Course Assistants award, given to 3 people across the CS department.

Abstractive Labs   **May 2020 – Aug 2020**
Software Engineering Intern
- Created a distributed Slack chatbot framework in Ruby by extracting common functionality from a supply chain management system.
- Reduced the codebase by 2000+ lines of code removing the business specific logic while keeping core functionality intact allowing other open-source contributors to engage with the project.

Harshita Apps   **Dec 2017 – Jul 2018**
Backend Developer
- Implemented the backend of Crypto Price Tracker App (JavaScript, ExpressJS), streaming live tracking of 1000+ currencies across 30+ exchanges to iOS devices.
- Reached the top iOS app download charts in India (Overall) and the United States (Finance), requiring scaling the Firebase application infrastructure to 100k+ users.
- Optimized infrastructure using concurrency to reduce cloud costs by 48% after startup exit acquisition by Bay Area VC firm Redwood City Ventures.

PUBLICATIONS

What's This? A Voice and Touch Multimodal Approach for Ambiguity Resolution in Voice Assistants (4th Coauthor)   **2021**
23rd ACM ICMI - International Conference on Multimodal Interaction - 10.1145/3462244.3479902

Measuring Complacency in Humans Interacting with Autonomous Agents in a Multi-Agent System (2nd Coauthor)   **2020**
SPIE Artificial Intelligence and Machine Learning for Multi-Domain Operations Applications II - 10.1117/12.2559474

ACTIVITIES

Summer of Side Projects - 125summer.tech   **April 2021 - Present**
Founder and Head
- Created an informal class to help people kickstart 65+ side projects with 162 students from 12 countries.
- Handled the organization, managed the forum, gave individualized project feedback, and managed 10 staff.
- Held 5 different code-along workshops in Python and JavaScript - Chatbots, Web Scraping, Fancy Command Line Interfaces, Browser Extensions, and React.
- Invited as one of two undergraduates to present the program at the [Inaugural Illinois Computer Science Teaching Workshop](#) to an audience of over 100 educators from several countries.

SKILLS

Languages   Java, Ruby, Python, JavaScript, TypeScript, Kotlin, C/C++, Golang, C#
Technologies   Rails, React, NodeJS, RabbitMQ, Linux, Git, Selenium, PostgreSQL, Docker, Firebase, AWS