AANSH SHAH

Security, ML, Infrastructure & Distributed Systems Engineer

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EDUCATION

Brown University - M.S. Computer Science (2020), B.S. Applied Mathematics & Computer Science (2019)

PROFESSIONAL EXPERIENCE

July 2020 - July 2025 Software Development Engineer - Security & ML Infrastructure at Amazon (Alexa & AGI)

- Architected OpenTelemetry observability platform using Golang microservices and Kinesis 8hr→3min (97% reduction) using Apache Airflow and ML sentiment analysis
- Built Rust-based data compaction service with custom LZ4 compression algorithms transforming petabyte-scale data infrastructure \rightarrow 63% cost reduction (\$1.2M/year); reduced S3 throttling 90%, automated recovery workflows 5hr->5min
- Designed enterprise IAM platform with OAuth 2.0/SAML workflows processing 8M+ daily auth requests at 99.999% availability; reduced dataset provisioning 5 days→3 hours for 40+ teams using CDK (TypeScript) automation
- Led security audits for 15 PII services creating reusable compliance frameworks with automated vulnerability scanning -- zero high-severity findings, 45% faster reviews, 28% fewer incidents
- Streamlined ML model deployment with Git-based artifact tracking and containerized CI/CD pipelines 3wk-2wk; built federated learning platform using SageMaker, PyTorch, and TensorFlow on Kubernetes reducing voice model onboarding 30%
- Implemented real-time anomaly detection system using Apache Flink and TensorFlow, monitoring 500+ microservices with sub-second alerting reducing mean time to resolution 60%

Founder & CEO at Nexus Legal AI

Building an AI-powered intelligence platform transforming how legal professionals conduct research and case strategy. Developed proprietary pattern recognition technology reducing research time by 50x while improving prediction accuracy. Led product and engineering from concept to pilot, integrating large language models with structured case law databases to deliver actionable insights

Al Instructor at Inspirit Al

June 2020 - April 2021, June 2025 - Present

- Teach AI fundamentals to 50+ high school students annually, building real-world projects in healthcare/climate/social good using Python, TensorFlow, and Scikit-learn; lead 1:1 research mentorship resulting in 8 student publications
- Developed curriculum covering neural networks, computer vision, and NLP with hands-on labs: created interactive Jupyter notebooks and deployed student models to cloud platforms

Founder & CEO at AI Recruitment Platform

- Built NLP-based candidate screening platform using spaCy and BERT models with Twilio Voice API integration — 1000+ candidates/month processed; created telephony SDK reducing partner integration weeks -> days, improving candidate quality 40%
- Developed automated interview scoring system using speech-to-text and sentiment analysis; deployed on AWS Lambda with DynamoDB for real-time candidate ranking

Teaching Assistant at Brown University

- CSCI1410: AI (Head TA) - Managed 18 TAs for 140 students; built Python auto-grading infrastructure using Docker containers; created search algorithm assignments (BFS/DFS/A*)
- DATA2040: Deep Learning Co-designed new course curriculum; managed 7 TAs; developed CNN/RNN/Transformer assignments using Keras/TensorFlow with GPU clusters
- APMA340: Differential Equations Created computational models using NumPy/SymPy; developed accessible scripting tutorials for numerical methods and visualization with Matplotlib

Software Engineering Intern

MSBAI (Jun-Jul 2020)

Built ML regression models for restaurant sales predictions using XGBoost; deployed Docker containers on AWS using Fargate, ECS, and Lambda with automated CI/CD

Wayfair (2019)

Finance: Created React/PHP/SQL management system; 3D: Developed Unity mobile app with depth sensors for AR/VR catalog digitization using C# and computer vision

Upserve (Jan-Apr 2020)

Built ETL pipeline evaluating ML model predictions using DynamoDB, SQS, and Apache Spark; analyzed time series performance data with statistical forecasting

Oblix VR (2018)

Built multi-user social VR applications using Unity/C# for Oculus/GearVR; integrated Watson Speech APIs for voice navigation and spatial audio processing

TECHNICAL SKILLS

Programming Languages Python, TypeScript, Java, Rust, JavaScript, C#, Go, SQL Bash

Cloud & Infrastructure AWS (EC2, S3, Lambda, DynamoDB, Kinesis, Flink,

Fargate, ECS), Docker, Kubernetes, Terraform

ML/AI & Data

TensorFlow, PyTorch, Federated Learning, NLP, Computer Vision, Apache Spark, Kafka, scikit-learn

Security & Monitoring

OAuth 2.0, SAML, RBAC, OpenTelemetry, Prometheus, Grafana, vulnerability scanning

LEADERSHIP & RESEARCH

Data Scientist - Brown Political Review (2017-2019) Led 17 data journalists; built "First Drafts" interactive platform for data-driven articles using D3.js, Python, and PostgreSQL for political analysis

Founder - GameCraft Charity (2011-Present)

Providing video games and consoles to underprivileged youth (14+ years); organized 25+ community events, distributed 500+ gaming systems

Coach - RI Urban Debate League (2015-2019) Coached underserved students in policy debate: managed tournament operations for 200+ participants; students achieved 85% college acceptance rate

"Comparing Global with Disease-specific ML Readmission Models" - AMIA 2020 "Graph Embedding Priors for Multi-task Deep RL" - NeurIPS KR2ML 2020

"Stackelberg Punishment and Bully-Proofing Autonomous Vehicles" - ICSR 2019

Conference Speaker:

"Scaling Real-time Stream Processing for ML Pipelines" -Apache Flink Forward 2023

AWARDS & PROJECTS

AWARDS

Chrome Extension - Toxicity Classifier

Led 4-person team building LSTM toxicity classifier processing millions of YouTube comments using TensorFlow; deployed Flask API with 95% accuracy and sub-200ms latency

ICU readmission prediction using ensemble methods on MIMIC-III dataset; achieved 0.84 AUC using XGBoost and feature engineering with clinical time series data

Real-time Analytics Dashboard

Twitter sentiment analysis using D3.js and PubNub for live visualization; processed 10K+ tweets/minute with streaming NLP pipeline and interactive geographic mapping

DQN Atari Agent

Deep reinforcement learning game agent using TensorFlow and CNNs; implemented experience replay and target networks achieving superhuman performance • 20+ GitHub repos

2016-2019

2018-2020

2019-2020

Medical Al Platform

1st Place Intel ISEF (APA) NYS Debate Finalist **KEY PROJECTS**

First Author Publications:

PUBLICATIONS & SPEAKING

July 2025 - Present