Shree Khangaonkar

(925) 639-9694 | shreekhangaonkar.com | LinkedIn | reachshreek@gmail.com

Education

University of Southern California — Exp. Graduation: 2028

Major: Electrical and Computer Engineering/Physics B.S. — *Los Angeles, CA*

Job Experience

Sales Associate — 2025

Ralph Lauren — *Livermore, CA*
- Assisted customers with product selection, fitting, and styling in a high-end retail environment.
- Managed transactions, inventory restocking, and store presentation with attention to brand image.
- Collaborated with team members to meet sales goals and ensure a high-quality customer experience.

Custom Website Designer & Manager — 2021 – Present

Freelance — *Remote*
- Designed, developed, and maintained custom websites for small businesses and individuals.
- Used HTML/CSS, JavaScript, and CMS platforms to create responsive, visually appealing user interfaces.
- Managed SEO, content updates, and client support across multiple ongoing projects.

Projects

Experience Synesthesia — 2025 – Present

Project Lead/Chief Engineer
- A sensory-blending art & engineering installation exploring how we can blend auditory and visual senses.
- Designed interactive sound mixing podiums where audiences could alter music in real time while generating evolving projected artwork.
- Integrated dynamic lighting, engraved tactile surfaces, and multi-station interaction to create an immersive experience inspired by synesthetic perception.

Custom Speaker Builder — 2024 – Present
- Designed and built a high-fidelity speakers from scratch including enclosure modeling, analog crossover circuit design, and driver selection.
- Performed hands-on assembly with soldering, wiring, and acoustic testing using signal generators and oscilloscopes.

Unconditional Audio Generator Model — 2023 – 2024
- Built a neural network model to generate new audio clips based on a single audio input, using an unconditional generative architecture.
- Implemented a diffusion model that would train on images of music through spectrograms.
- Trained the model only on one piece of music at a time, allowing for little to no extra data required; can be done on any GPU.

Investigate the Animals — 2024
- Developed a Where's Waldo-style 2D game in Java where users search for hidden animals in a detailed scene.
- Implemented interactive elements, randomized layouts, and timer-based challenges to enhance gameplay.
- Used object-oriented design principles and Java Swing for user interface and rendering.

Leadership and Activities

Unmanned Aerial Vehicles Club — 2021 – 2025
- Maintained a custom quadcopter as part of Amador Valley High School's UAV team for the International SUAS Competition.
- Team placed 2nd globally, outperforming top-tier universities such as **MIT, Stanford, Tsinghua**.

Flute Section Leader — 2021 – 2025

Amador Valley High School Marching Dons — *Pleasanton, CA*
- Led and trained over 50 musicians in California's largest high school marching band (over 300 members).
- Organized sectionals, coordinated marching, music, and choreography instruction.
- Helped raise $30,000 for new instruments.
- Led the band to a 6th place finish at the California State Championships.

Technical Skills

Programming: Java, Python, Swift, LaTeX, C++

Engineering: Circuit design, analog systems, soldering, test equipment (oscilloscope, multimeter), acoustic modeling

Soft Skills: Leadership, problem solving, fast learner