

# Risshab Shankar

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## EDUCATION

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### William B. Travis High School

High School Diploma

Houston, Texas

Expected Graduation, May 2029

- o **GPA: 4.60/4, UGPA: 3.95/4**
- o **Advanced Coursework:** AP Principles of Computer Science, AP Environmental Science, AP Precalculus, AP Physics 1, AP Statistics, AP Human Geography

## EXPERIENCE

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### University of Texas at Austin

Research Collaborator

January '26 - Present

Research the core building blocks of quantum computing to help design **faster, next-generation computers**.

Use **Python** and **specialized software (Qiskit)** to build and visualize complex quantum computer programs and simulations.

Study what causes quantum computers to **glitch or lose information (noise and interference)** to create error-correction fixes for real-world use.

### EntreVamp

Research Dept. Head

December '25 - Present

Head the research team, composed of 1000+ people to identify **new market trends and technologies** that will help the company grow. Turn complex data into **clear, practical insights** to evaluate which new business opportunities are worth pursuing. Work with different **internal teams and industry experts** to plan future **product strategies, build partnerships, and grow overall market share**.

### Future Financial Freedoms

Technical Writer

February '26 - April '26

Created **advanced mathematical models** and **research papers** to improve **financial literacy and education programs for youth**. Used **data analysis to optimize community outreach** and track **how students engaged with the learning materials**.

Translated **complex economic theories** into easy, engaging lessons that help **underserved communities** build **long-term financial independence**. Presented to the mayor of Houston, Texas.

### Axiom Pathways

Demand Generation Specialist

May '26 - Present

Led **growth and user acquisition** for a platform that connects young talent with job and internship opportunities at early-stage startups. Partnered with Stanford University student advisors to produce **educational content and media focused on AI, computer science, and starting businesses**. Secured **high-level partnerships** with tech founders and executives in Silicon Valley and New York City to expand the platform's **network and career pipelines**. Introduced 15+ interns to our founders.

### OnlyLove

Web Developer

May '26 - Present

Built a fast, mobile-friendly online clothing store from scratch, handling everything from the visual design to the behind-the-scenes logic. Integrated product catalogs and secure payment systems to ensure a safe, easy shopping experience while using cloud hosting for maximum speed. **Generated \$7780+ in revenue over the course of 3 months of maintenance**.

### Project Arrovo

CTO

May '26 - Present

Launched an interactive mapping platform that combines **NASA satellite data and field observations** to pinpoint critical zones for **urban native plant restoration**. Developed a **customized scoring system and tree canopy analysis** tool to help conservation teams prioritize where environmental cleanup and native planting efforts are needed most.

Translated complex **environmental data, habitat notes, and geographic maps** into an easy-to-read public dashboard, streamlining the planning process for local green space initiatives.

### Equinomics

Data Analyst

March '26 - Present

Built **Equinomics**, an educational web platform featuring a **lifetime data model that shows exactly how small wage gaps at age 22 multiply into massive wealth inequalities by retirement**. Developed a suite of **5 interactive tools**—including a 10-year policy simulator, a "pink tax" indexer, and an unpaid labor calculator—allowing users to instantly test and visualize how different laws affect the economy. Created a case study archive across six distinct industries, mapping real human career stories directly to macroeconomic data to uncover over **\$2.2 million in hidden financial costs**.

### NudgEm

Web Design

June '26 - Present

Designed an interactive gamified sandbox that teaches behavioral economics by simulating **real-world psychological traps and predatory marketing tactics**. Developed a suite of **10 simulation labs and 5 specialized tools**—including a "Life Simulator," a "Cafeteria Sandbox," and an "Impulse Lab"—allowing users to test their instincts against artificial scarcity, sunk cost fallacies, and default biases. Engineered a live tracking dashboard that logs user choices in real time, calculating a personalized "Rationality Score" and "Psychological Budget" to **visually prove how everyday apps manipulate consumer spending habits**.

## AWARDS AND RECOGNITION

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### Science Olympiad

Nov 2025

- Selected for an award at Science Olympiad for physics and engineering theory.

### USACO Gold

Feb 2026

- Top ~4-7% of competitive programmers in the United States

## SKILLS

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**Programming:** Python, JavaScript, HTML/CSS, React.js, Node.js, TypeScript, Java, QisKit

**Tools:** Git, Visual Studio Code, Bootstrap, PyCharm, TailwindCSS, Flask