

+1 (682) 556-8232
Arlington, Texas
tipnis.rohanj@gmail.com

Rohan Rajesh Tipnis

Website: <https://admiralstone.github.io>
LinkedIn: rohan-tipnis

EDUCATION

Master of Science in Computer Science August 2021 — December 2023
University Of Texas at Arlington GPA 3.7

Relevant Courses: Data Structures, Algorithms, Distributed Systems, Software Project Management, Database Systems, Game Design, Advance Software Engineering.

Bachelors Of Electronics And Telecommunications Engineering June 2019
University Of Mumbai

Relevant Courses: Neural Networks, Object Oriented Programming, Micro-controllers, Microprocessors, Structured Programming Approach.

SKILLS

Languages	Python, Golang, JavaScript, Node.js, Vuejs, ROS, C++,HTML,CSS
Tools	Git, Nginx, Postman, Jmeter, Visual Studio Code, MySQL, MongoDB, AWS Lambda

PROFESSIONAL EXPERIENCE

Graduate Teaching Assistant (DASC-5324 Intro To Prob & Stats , CSE-4334 Data Mining) Feb 2023 — December 2023
Computer Science Dept, The University of Texas at Arlington

- Collaborating with the professor to lead classes and manage examinations.
- Evaluating assignments and exams, and offering timely and valuable feedback to around 50 students in each course.
- Orchestrating discussions, addressing student inquiries, and offering support for assignments and projects.

Graduate Research Assistant April 2022 — August 2022
Heracleia Lab, Computer Science Dept, The University of Texas at Arlington

- Developed programs to interface and collect data from various bio-medical sensors such as MUSE (EEG) and ECG using Python.
- Created client-server services for working with various robotic components using Python, C++, and Robot Operating System.
- Organized and coordinated an International Conference called PErvasive Technologies Related to Assistive Environments.
- Used HTML, CSS, and Git to manage and deploy the websites for the PETRA conference and Heracleia Lab.

Associate Software Engineer August 2019 — May 2021
Maharashtra Knowledge Corporation Ltd.

- Worked in a team of 5 and developed user interfaces for web applications using HTML, CSS, Vue, and Angular.js with a user base of 25k daily users.
- Implemented server-side code and designed APIs following a micro-service architecture.
- Created and maintained relational and non-relational databases using MySQL and MongoDB.
- Deployed application builds on staging servers and performed nginx configurations.
- Adapted to requirement changes in an agile environment and delivered quality software within deadlines.
- Redesigned the AJAX-based bidding system, scaling real-time supported users from 300 to 1 million using websockets in Go.

PERSONAL PROJECTS

Chess Engine (C++ , Raylib)

- Built with object-oriented classes for pieces, boards, and game logic.
- Dynamic memory allocation ensures smooth gameplay and optimized performance.
- Implemented interactive UI using raylib textured boards, move suggestions, and validation.
- OOP principles used ensures clean , maintainable and reusable codebase.

Serverless CRUD App (Go, AWS Lambda, DynamoDB)

- Created a fully functional CRUD REST API using GoLang.
- Utilized AWS Lambda for serverless compute and automatic scaling.
- Integrated API Gateway as the entry point for requests and routing.
- Employed DynamoDB for seamless data persistence and retrieval.

Todo Web Application (Vue.js, Python Flask, MySQL)

- Developed a web application with a To-Do List functionality.
- Designed the backend using Python Flask and the frontend using Vue.js.
- Implemented persistent storage using a MySQL database.