Adithya Manohar

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Projects

- The MultiVerse themultiverse.io Github Link October 2015
 - Collaborative poetry-writing application built with React.js on a RESTful Rails API.
 - Infinite-scroll with paginated AJAX requests optimizes load time.
 - Flux architecture ensures separation of concerns and simplifies addition of new functionality.
- SpaceJam Github Link March 2013
 - Built to teach myself Unity3D and object-oriented programming.
- Rails Lite Github Link September 2015
 - Reconstruction of basic Rails functionality aimed at understanding its inner workings.
 - Includes controller bases, ERB evaluation, template rendering, session management, and param handling, all written from scratch in Ruby.

Skills

• Ruby, Rails, JavaScript, React.js and Flux, SQL, HTML and CSS, Python, Unity3D.

Education

- App Academy, San Francisco, CA, Fall 2015
 Ruby on Rails and Javascript/React.js web-development program with < 5% acceptance rate.
- M.S. in Physics, University of California, Irvine, 2013 2015
 Passed PhD qualifying examination on first attempt (in April 2014) but later withdrew to pursue web development.
 Taught six quarters of undergraduate-level physics classes (Fall 2013 Spring 2015).
- B.A. in Astrophysics and English (Poetry), Ohio Wesleyan University, Class of 2012

Experience

- Graduate Researcher at UC Irvine with the Fermi Collaboration (April 2014 to March 2015)
 Built pipeline using Python and custom Fermi Tools to automate Large-Area Telescope data analysis, saving eight hours of runtime on each pass on average.

 Led analysis of Galactic Center gamma-ray data to place constraints on dark-matter models.
- Unity 3D Intern at LimberLink Technologies, Bangalore, India (February 2013 to April 2013) Led exploration of Unity 3D as a potential teaching platform for first-time coders, culminating in a report and presentation including demo (see projects above) for executive team.