

AMAN KISHORE

amank2@illinois.edu | (908) 361-2979 | linkedin.com/aman-kishore | US Citizen
amankishore.me | github.com/AmanKishore

EDUCATION

University of Illinois Urbana-Champaign

Urbana/Champaign, IL

Bachelor of Science in Computer Engineering specializing in AI, Robotics and Cybernetics

GPA: 3.75

Honors: Edmund J. James Scholar & Dean's List & National AP Scholar

August 2017 – December 2020

Relevant Coursework: Data Structures/Algorithms, Discrete Structures, Computer Systems and Programming, Analog Signal Processing, Intro to Computing, Intro to Electronics, Multivariable Calculus

EXPERIENCE

Granular – Dupont Pioneer

Johnston, Iowa

Software Engineering Intern

May 2018 – July 2018

- Developed a seed placement app, as a part of an Agile team, that helps farmers effectively plan the crop placement on their fields based on numerous factors, which mitigated operational costs for almost 2 million fields
- Used Pioneer's REST API to pull data, from our database stored in Amazon Web Services, to the backend using Python and SQLAlchemy and deployed the data with the frontend using Angular

OTCR Consulting

Champaign, Illinois

Consultant

February 2018 – Present

- Advised an advertising startup to help increase their consumer base with a wider range of college students by analyzing competitors in the advertising industry and common practices that made companies successful
- Using Salesforce to optimize web application for BP and working to create an impact on Fortune 500 companies

iRobotics – Midwestern Robotics Design Competition

Champaign, Illinois

Captain of BitCorn

August 2017 – May 2018

- Managed over 30 members on multiple sub teams and organized weekly meetings and events to help foster team growth and organized the purchase of all the materials and software that we needed to complete the robot
- Designed, built, and programmed a robot to qualify for the Midwestern Robotics Design Competition

Nanochip Fabrication

Rutgers University, New Jersey

Research Assistant

July 2016 – September 2016

- Measured the attenuation of electromagnetic waves passing through planar wave guide chips using MATLAB

PROJECTS

Video Game Popularity

August 2018 - Present

- Analyzed previous trends in the video game industry to develop a model to predict the longevity of *Fortnite*
- Implemented our program using Python and Django to build and deploy our data in an Agile setting

Text Editor

August 2018

- Built a text editor using C to work with memory management and improve my understanding of C
- Implemented features such as syntax highlighting and searching to increase the functionality of the program

Tic Tac Toe

June 2018

- Created an intelligent tic tac toe game in Python using an algorithm to maximize probability of success

Automated Dorm

February 2018 – April 2018

- Built a module using a motor and a servo to automatically open/close the blinds and turn on/off the lights
- Using an Arduino UNO coded in C++ and an RFID shield and tag, we implemented our design in a dorm room

Android App Development | ProjectOne Apps

July 2017 – August 2017

- Integrated with YouTube API to organize videos from the education genre into a simplified format

SKILLS & INTERESTS

Programming: Proficient: C++, C, Python, SQL | Familiar: Java, Angular, LC-3, MATLAB, HTML/CSS, JavaScript

Software Tools: Git, Android Studio, CLI, DataGrip, Agile Central, Jenkins, AWS, Visual Studio, Pycharm

Communication: Presentation Development, Problem Solving, Public Speaking, Leadership, Management

Interests: Watches, Running, Game of Thrones, Traveling, Technology, Reading, NBA, Video Games