

Amrit Amar

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Education:

Cornell University, College of Engineering, Ithaca, NY 14853

Bachelor of Science in Computer Science, May 2020

Botswana Top Achievers Scholar • Association of Computer Science Undergraduates (ACSU) Corporate Chair

Experience:

Facebook, Seattle, WA 98103

Software Developer Internship (May 2019 – August 2019) [<http://www.facebook.com/>]

Worked on implementing MPEG-DASH ingested live for FBLite Livestreaming using a combination of C++, Java, and Python, to improve reliability for live streaming in 3rd-world/developing countries • Created an end-to-end working prototype that allows the user to go LIVE from FBLite and use the DASH ingestion stack

LiveLike, New York City, NY 10011

Software Developer Internship (June 2018 – August 2018) [<http://www.livelikeyr.com/>]

Worked with Unity and ARKit/ARCore to create augmented reality sports viewing experiences for mobile devices • Designed ways to show live data and statistics in augmented reality • Designed and implemented a gamification social platform with friends, chat rooms, and mini-games

Robotics Personal Assistants Lab, Cornell University, Ithaca, NY 14853

Software Team (April 2017 – January 2018) [<https://rpal.cs.cornell.edu/projects/blimp/>]

Working with Professor Ross A. Knepper's research group on creating a Solar-Powered Autonomous Blimp capable of independent flight for extended periods of time • Working on higher-level planning algorithms, UI design, ROS programming

CurioPets, Palo Alto, CA, 94301-2326

Augmented Reality (AR) Developer (August 2017 – October 2017) [<https://www.curiopets.com/>]

Developing AR games for CurioPets, a multiplayer AR iOS game releasing with iOS 11 • Working with iOS ARKit to create AR games for iOS

Courses:

Object-Oriented Design and Data Structures - Honors • Discrete Structures • Computer Systems Organization and Programming • Linear Algebra • UNIX Tools and Scripting • Introduction to Data Science • Analysis of Algorithms • C++ • Calculus • Functional Programming • Foundations of Artificial Intelligence • Computer Graphics • Game Architecture • Natural Language Processing • Analytical Game Design • Computational Neuroscience • Data Science • Probability and Statistics • Computational Genetics and Genomics • Operating Systems • Advanced Game Architecture • Evolution/Diversity • Economics • Music • Philosophy • Computer Vision • Machine Learning

Skills:

Computer Skills: Microsoft Office Suite • Photoshop and 3D design with 3ds Max • Experience with Linux • Experience with Arduino Microprocessor/Raspberry Pi • Experience with Unity • Experience in ROS Programming • Experience with TensorFlow/SciKit (in both ML/NLP) • Experience with NLP Libraries (NLTK, SpaCy, FastText, *2vec)

Programming Experience: Java • Visual Basic • Python • Arduino • R • C/C++ • C# • OCaml

Other: Completed Grade 8 certification in Piano performance

GitHub Account: <https://github.com/AmritAmar>

Awards:

Best Game Programmer in Africa 2013 & 2014: I participated in a programming competition for all high-school students in Africa. I won twice in a row and got the chance to work on Minecraft Source Code and meet Game Developers.

IT Innovation Award in the Botho College ICT Linkz Challenge: I made a robotic hand using Arduino Microprocessor that can be used to help miners in dangerous situations. (*Demonstration*: <http://bit.ly/2wq5nQC>)

Most Innovative Game at GDIA 2018 for OutOfSync: I took Game Design in 2018 Spring semester and won the overall most innovative game award at the Cornell Game Design Showcase. (Download the game: <https://bit.ly/2GAKGTN>)