Amrit Amar

aa792@cornell.edu
https://amritamar.github.io/ ● +1 (607) 697-3885

Education:

Cornell University, College of Engineering, Ithaca, NY 14853
Bachelor of Science in Computer Science, December 2020,
Master of Engineering 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.livelikevr.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/***]***
Participated in a VR Summer Bootcamp hosted by DIVR Edu, a startup that creates educational content to teach students in schools ● Worked on building VR/AR projects and developing CurioPets, a multiplayer AR iOS game

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 GDIAC 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)