

# Rohan Asokan

🌐 web.rohan-asokan.tech 🌐 ArenaGrenade in rohan-asokan 📄 rohan-asokan ✉ rohanofficial@gmail.com

## EDUCATION

### IIIT HYDERABAD

B.TECH IN COMPUTER SCIENCE  
AND ENGINEERING (HONS.)

Expected Graduation: May 2023

Cumulative GPA: 8.51

Semester GPA: 9.82

### BRIGHT RIDERS SCHOOL

SENIOR SECONDARY SCHOOL

Grad. May 2019 | Abu Dhabi, UAE

Percent Grade: 96.6%

SECONDARY SCHOOL

Grad. May 2017 | Abu Dhabi, UAE

GPA: 10

## ACHIEVEMENTS

KDE Akademy '21 Speaker

Top 3 CTF'er in college

TEDxYouth Speaker

KVPY Fellowship Recipient

2nd School topper in CBSE grade 12

99<sup>th</sup> percentile in SAT

2400/2400 in SAT subject tests.

## SKILLS

### PROGRAMMING

Advanced:

Python • Javascript • React.js

GLSL • HTML • React-Native

Django • Flask Heroku

Intermediate:

C • C++ • CSS • Node.js • Assembly

ML • Pytorch • Image Processing

MongoDB • PostgreSQL • Shell

Familiar:

Tensorflow • Numba • SocketIO

Can understand other languages  
and large codebases quickly

### OPERATING SYSTEMS

Manjaro Linux ❤️ | Kali Linux

## CLUBS & VOLUNTEER

Marketing Event Coordinator @ ERC

Events Coordinator @ Club Rise AD

Media Head @ Club Rise AD

Member of Hacking Club

## COURSEWORK

Design, Analysis of Software Systems

Computer System organization

Operating Systems and Networks

Data and Applications

Machine Learning

Computer Graphics

Probability and Statistics

Introduction to IOT

## EXPERIENCE

### CVIT @ IIITH | UNDERGRADUATE RESEARCH FELLOW

May 2021 - Present | India

- Working under **Prof. PJ Narayanan**, researching the area of **computer graphics**.
- Innovating solutions to problems and testing them using **Compute Clusters**.

### GROCIPE | FULL-STACK DEVELOPER @ SEED STARTUP

Feb 2021 - Present | India

- Working as the **primary software developer** in a core team of designers.
- Responsibilities include **Work estimation**, **Development Scheduling**, creating **admin apps** (React), **mobile app** (React-native), **back-end** (Node.js) as well as **hosting** and management of overall software architecture.

### KALK, KDE | SEASON OF KDE (OPEN-SOURCE)

Jan 2021 - April 2021 | Remote

- Selected for working with Kalk (primarily **C++ codebase**) as **one of the 22 developers worldwide** to work on different 4 month long Open-Source projects.
- Ported the fixed precision arithmetic back-end to an arbitrary precision back-end to avoid overflow and provide more accurate results.
- Using **Flex**, **Bison** and **primitive regex** for parsing and lexical analysis, implemented a binary calculation and conversion mode along with scientific functions.
- Demonstrated UI prototypes for a Date Calculator using **Kirigami Framework**.

### UNALOME FOUNDATION | BACKEND ENGINEER

Jul 2020 - Oct 2020 | Remote

- Worked with a diverse team in creating an anonymous chat application for people to get help from mental health professionals easier and with more privacy.
- Created multiple forms using the **Django Framework** and converted the app the Django native app to have a **API-Frontend architecture**.
- Executed efficient **Continuous Integration** between the project **Github repository** and **Heroku** (app hosting platform) for **staging builds**.

## PROJECTS

### TELEGRAM BOTS | PYTHON, WIT.AI, POSTGRESQL, APIS, AIOGRAM, GPT3

Birtherd multiple **asynchronous** telegram bots - AG\_bot (a feature-packed group management bot), theFakeCurie (A GPT3 powered conversational bot), Tifa (Intent recognizing weather bot powered by wit.ai).

### GENESIS | PYTHON

Led a team of 3 to create a **generalizable** Genetic Algorithms Python library.

### AGSH - C SHELL | C LANGUAGE

Developed a designer Unix Shell with support for over 23 common commands.

### BRICKUP | PYTHON

Redesigned Brick Breaker as a terminal game based on **OOPS** principles.

### TRANSLATEX | REACT.JS, NODE.JS, OPENAI GPT3 BETA

Led a duo to create an app to convert Text to LaTeX and explain it using GPT3.

### XV6 OS PROCESS SCHEDULING | C LANGUAGE

Added **process scheduling algorithms** (RR, MLFQ, FCFS, PBS) to a fork of the MIT's xv6 OS and compared their efficiencies on benchmark programs.

### FTP SERVER-CLIENT | C++, SOCKETS

Devised a fast file transfer CLI integrated with a **high-level sockets API**.

### AMONGUS BUT IT'S A MAZE | C++, OPENGGL, GLSL

Designed simple Maze Chaser game with AmongUs themed characters and item drops with the Chaser pathfinding to the player using **Breadth first search**.

### PORTFOLIO WEBSITE | REACT.JS, THREE.JS, WEBGL, GLSL, FRAMER.JS

Coded a warped noise shader with GLSL and 3d effects using three.js with animations being made and sequenced using framer.js **Motion API**.