ROHIT NEMA

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EDUCATION

University of California, Los Angeles | Bachelor of Science in **Computer Science** | **GPA: 4.00**
Year: 2022 (expected)

SKILLS

- C/C++
- Python
- iOS (Swift)
- React
- Flask
- JavaScript
- Go
- Google Cloud Platform
- AWS
- Git
- Docker
- Vector Art Design
- Robotics

COURSES TAKEN

Discrete Structures | C++ Programming | Multivariable Calculus | Oscillations, Waves, Electric and Magnetic Fields | Algorithms and Complexity | Computer Architecture & Organization | Shell Scripting | Cryptography | A.I. | Linear Algebra

EXPERIENCE

Software Engineer | Stealth Software Technologies Inc. August 2019 - Present
Continued working at Stealth as a part-time Software Engineer mostly involved in Modern Cryptography.

Research Intern | Stealth Software Technologies Inc. June - August 2019
Participated in cryptography research for Dr. Rafail Ostrovsky's company. Learned crypto frameworks and languages. Analyzed and implemented algorithms for Secure Multi-party Computations for statistics such as Linear Regression. Benchmarked existing secure frameworks to analyze factors such as communication cost and time taken. Deployed multiple instances of an application on multiple AWS instances that are only able to communicate with each based on a real-time constructed expander graph.

RunRun Journey | Creative Labs UCLA April - June 2019
Building an application in Unity (for iOS) to simulate an actual run in real life in a fantasy world of our creation. Character in world responds to actual speed and acceleration of user.

Co-Tech Director | LA Hacks 2019 tech team | UCLA October 2018 - Present
Co-Tech Director of the LA Hacks 2019, UCLA's annual hackathon, tech team. Used React and SCSS to implement the front-end of the HelpQ portal. Built the HelpQ system for mentors and hackers to use for assistance. Users could request assistance and mentors could appoint themselves to the tickets and assist accordingly. Built actions for mentor to drop, resolve and query open tickets. Currently learning the backend implemented in Go.

HONORS AND AWARDS

Winner at Hacktech 2019 | Caltech hackathon March 2019
Built an iOS app using Google Cloud's Vision API and eBay's Finding and Browse APIs. User could query products based on an image and certain filters. The image would be further processed by Google's Vision API to return cropped objects. Increased image searching power and accuracy manifold. Products were also filtered out based on suspicion analyzed by a trained ML model. Won sponsored prize by eBay.

Winner at HackUCI 2019 | University of California, Irvine hackathon February 2019
Created a web app that implements the find functionality for audio files. Playback an audio file from any instance of a word you type. The app also summarizes the audio file by giving keywords (based on their importance to the context) that acted as an executive summary. Made using Jinja (frontend), Flask and Python (backend) with the Google Cloud Platform's APIs for speech-to-text, Natural Language Processing, and Cloud Storage.

Google Code Jam 2017 | Coding Competition April 2017
Participated and passed the Qualification Round of Google Code Jam 2017. Solved algorithmic problems on large datasets efficiently.

PROJECTS

uSwitch April 2016 - February 2017
Created a wireless, smartphone-controlled home switch. Modeled the exterior body on a CAD software and 3D printed it. Existing switches could be controlled using a smartphone through Bluetooth or WiFi. Implemented on an ATMega 16 micro-controller. Learnt the in and out of product development and team management. Adhered to a strict timeline culminating with prototype launch.