Vivek Ramanujan

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EDUCATION

UNIVERSITY OF WASHINGTON - SEATTLE

BS in Computer Science
Expected June 2018 | Seattle, WA
Machine Learning Preference
Department of Computer Science and Engineering
Dean's List (All Quarters)
Cum. GPA: 3.9 / 4.0
Major GPA: 3.95 / 4.0

THOMAS JEFFERSON HS

Grad. July 2018 | Federal Way, WA
GPA 4.0/4.0

LINKS

Github:// **RamanvProjects**
Personal:// **vivekr.me**
LinkedIn:// **Vivek Ramanujan**

COURSEWORK

UNDERGRADUATE

Intro to CS I and II
Hardware Software Interface (C and Assembly)
Theory of Computing
Functional Programming
Unix Tools and Scripting

COURSERA

Machine Learning
Natural Language Processing
Computer Vision
Artificial Intelligence Applications
Programming Languages

SKILLS

PROGRAMMING

Experienced:
Java • Shell • OCaml • Python • LaTeX
Intermediate:
C • C++ • Lua • Assembly
Basic:
Android • Processing

INTERESTS

Cycling • Machine Learning • Tennis • Chess • Star Gazing

RESEARCH & CLUBS

HCR LAB | Human Centered Robotics Lab Research Intern

Sep 2014 - Present | Seattle, WA
- Worked with the PR2 robot to develop computer vision algorithms. Included use of Canny Edge Detection and OpenCV to create efficient facial detection and recognition applications.

UBICOMP LAB | Ubiquitous Computing lab High School Intern

May 2013 – Sep 2013 | Seattle, WA
- Implemented Deep Neural Networks for data analysis purposes.
- Worked on project to use machine learning techniques (including Naive Bayesian Classifiers) to analyze skin patches

HUSKY ROBOTICS CLUB | Programming Team Member

Sep 2014 - Present | Seattle, WA
- Worked to on the programming team for Husky Robotics to prepare a robot for a competition in May 2015.
- Utilized mostly C and C++ in conjunction with Arduino

PROJECTS

WIKIPEDIA NETWORK | Data-Mining Wikipedia as a Graph

Jan 2015 – Present | Seattle, WA
- Utilized python and NLTK (Natural Language Toolkit) to generate a graph of Wikipedia, allowing weights for connections between important articles using the PageRank algorithm and A* heuristics.
- Allows one to search for information quickly and find highly related article

LIFE SOUP | Artificial Neural Networks in Analogue Systems

Oct 2013 – Present | Seattle, WA
- Used Artificial Neural Networks in a highly analogue life simulation to show natural speciation (specialization) of optimal strategies.
- Created a classification algorithm that utilized a Naive Bayesian Classifier and the HyperNEAT algorithm which would produce optimal results faster than normal RNNs.

AWARDS

2013	top 4	Nationals, Logic and Set theory
2014	top 15	Nationals, Discrete Mathematics
2014	top 15	Nationals, Computer Science

SOCIETIES & LEADERSHIP

2014 - Present	College	Dean's List
2015 - Present	National	The Society for Collegiate Leadership & Achievement
2015 - Present	National	National Society of Collegiate Scholars
2014 - Present	College	Engineers without Borders
2012 - Present	National	UNICEF