RISHAB SESHADRI

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Experienced in leadership positions, adaptable to any situation and able to come up with quick and effective solutions for any issues, quick learner, and technologically literate.

PROGRAMMING LANGUAGES: JAVA, PYTHON, HTML

EDUCATION:

UNIVERSITY OF GEORGIA
BACHELOR OF COMPUTER SCIENCE IN COMPUTING 2026   *AUGUST 2022 - PRESENT*
- Concentration: Robotics, Software Design
- GPA: 3.87

WORK EXPERIENCE AND VOLUNTEERING:

LEAD DEVELOPER AND QA LEAD, *UI DYNAMICS*   *MARCH 2020 – MAY 2021*
- Assisted in the creation of websites, and assured the quality of the finished product by testing and noting any failures

INTERNSHIP, *GEORGIA STATE UNIVERSITY*   *MAY 2020 – AUGUST 2020*
- Assisted in the planning of a project with Professor Ashwin Ashok to improve AI object detection in cars to avoid crashes

TROOP GUIDE, *NATIONAL YOUTH LEADERSHIP TRAINING*   *NOVEMBER 2018 – MAY 2019*
- Manage and lead a group of 10 scouts through the 1-week camp session
- Attend and speak at leadership trainings throughout the year in preparation of the summer course

EXTRA CURRICULAR EXPERIENCE:

CO-PRESIDENT, *FRC AND FTC ROBOTICS*   *APRIL 2016 – PRESENT*
- Lead, manage, and guide the Alpharetta Robotics Club and its 4 teams, seeking sponsorships, organizing events, and working with the club's financial board to keep the club and teams well-funded and running
- Currently mentoring new members

EAGLE SCOUT, *TROOP 51 SCOUTING BSA*   *APRIL 2016 – MAY 2022*
- Manage top level leadership and members of the troop along with the senior Patrol Leader
- Plan weekly meetings and monthly campouts along with service projects and extra activities

RESEARCH LEAD, *ARTIFICIAL INTELLIGENCE CLUB*   *SEPTEMBER 2019 – MAY 2022*
- Learn and teach artificial intelligence
- Assist in researching new topics for teaching club and ensure validity and accuracy of all content taught to members

PROJECTS:

GRISELDA MIXBOARD   *AUGUST 2022 – PRESENT*
- JavaFX based application that allows a user to record and upload audio clips, connecting each clip with a key on the keyboard to allow for real-time playing, beat mixing, and more
- Current goals: add an equalizer to the audio clips as well as a trim feature