

# Rishabh Asthana

402 S Fifth Apt 201, Champaign, IL 61820 | 217-305-1260 | asthana4@illinois.edu  
linkedin.com/in/rishabh-asthana | github.com/asthana4

**Portfolio:** RishabhAsthana.com

## EDUCATION

---

**University of Illinois at Urbana-Champaign**  
**Bachelor of Science, Computer Science**

May 2018  
Technical GPA: 3.73/4.00

*Related Coursework:*

CS241: Systems Programming

CS374: Algorithms and Models of Computation

CS418: Interactive Computer Graphics

CS498: The Art of Web Programming

CS461: Computer Security

CS465: User Interface Design

## WORK EXPERIENCE

---

**Exegy**  
**Software Engineering Intern**

St Louis, MO  
Summer 2017

- Profiled the client API, demonstrated 5 times performance gains between developmental branches and master branch, wrote unit tests and automation scripts for data validation.
- Designed a web interface for an extensively used testing utility, streamlining the testing process using Flask, Bootstrap
- Extended functionality of a testing utility, enabling editing of over 100 structure binaries

## PROJECT EXPERIENCE

---

### Independent Projects

Fall 2015 – Fall 2017

- **RishabhAsthana.com**  
Portfolio website showcasing highlights from class projects, experimental hobby work
- **Music Visualizer**  
Developed real time audio-reactive music visualizers with custom UI, fluid and responsive visuals capable of running at 60fps at 1080p with onboard GPU using Processing

### CS-241 Systems Programming Honors Project

Fall 2016

- Worked with a team of 3 to develop a steganography toolkit capable of hiding any data file in multiple media formats using C
- Restructured WAV format files to encode information while introducing minimal noise to audio data

## ACTIVITIES AND LEADERSHIP

---

### Hackathons and Workshops at UIUC

Fall 2017

- **UIUC SAIL 2017:** Co-presented workshop on steganography to class of 35 high school students
- **Mechmania 2016:** Collaborated with a team of 3 to develop a game AI using Python
- **Hour of Code UIUC:** Volunteered to help organizers setup and mentored students between grades 2 and 5
- **Behind the games:** Developed a 2.5D Android platformer game using Unity
- **Basics of Arduino:** Built a 3-channel audio-reactive led color organ using Arduino and Processing

### Club [0] – Computer Science Club

Manipal, KA, India

#### Founding Member

Fall 2015 - Fall 2016

- Moderated formation of student body, and oversaw screening process
- Presented workshops on Cryptography, 2D Game Physics, and Audio Analysis

## SKILLS

---

**Languages:** C/C++, Python, Processing, Java, HTML5/CSS, Javascript, Latex, awk, Assembly

**Frameworks:** Flask, Bootstrap, WebGL, THREE.js, React

**Technologies:** Docker, nginx, nodeJS, Git, RaspberryPi, Arduino

**Operating Systems:** Linux, Microsoft Windows