Rishabh Sarin

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EDUCATION

California Lutheran University (CLU)   *Thousand Oaks, CA*
Bachelor of Science in Computer Science and Physics – Cum Laude   *Graduated May 2022*
- Dean's List (Fall 2019, Spring 2020, Fall 2020, Spring 2021)
- Relevant Coursework: Software Engineering, Algorithms, Database Management Systems, Computer System Security, Object Oriented Design and Analysis, Particle Physics, Geometric and Physical Optics.

SVKM's NMIMS Mukesh Patel School of Technology Management & Engineering   *Shirpur, India*
Bachelor of Technology in Computer Engineering (*Transferred to CLU*)   *May 2018 – 2019*

PROFESSIONAL EXPERIENCE

California Lutheran University, Programmer I (ITS, Enterprise Applications), CA   *August 2022 – Present*
- Led the development, maintenance, and redesign of university mobile and web apps, launching a new experience within 11 months, increasing traffic by 50% and saving the university nearly $50,000 per year.
- Enhanced applications for an exceptional digital experience by integrating third-party systems, increasing user engagement by 30%.
- Focused on integrating AI into higher education, developing general university and personalized tutoring assistants, and Implementing machine learning and AI technologies, improving data-driven decision-making processes by 25%.

California Lutheran University, Student Junior Developer (ITS), CA   *March 2022 – May 2022*
- Conducted gap analysis and collaborated with Modo Labs to enhance the university's mobile application, upgrading it from Modo v3 to v4, and increasing app speed by 40%, efficiency by 30%, and traffic by 20%.

California Lutheran University, Student Technician (ITS), CA   *May 2021 – March 2022*
- Deployed layer 2 devices and Cisco APs in campus resident halls, resolving 95% of hardware/software issues in lab equipment within 24 hours.
- Configured PCs/Macs using PDQ Deploy and JAMF, efficiently installed software/hardware, and provided server administration, reducing setup time by 50%.

PROJECTS

Scanning Deep Sky Survey Images for Gravitational Lensing Using Fourier Transform, Pattern Recognition Algorithm, and Machine Learning   *CLU, 2022*
- Developed a program for efficient processing of large datasets from deep-sky surveys, targeting gravitational lensing.
- Tackled astronomy challenges with machine learning, addressing biased data learning and object identification.
- Applied Fourier transforms and Canny-Edge detection for streamlined data processing and improved image analysis.

Client-Server Authentication System   *CLU, 2021*
- Developed a client-server architecture supporting user registration with a focus on seamless user experience.
- Implemented client-server architecture with dual databases (user access and server-exclusive), using JavaFX for frontend, MySQL for backend, and iterative design with Umlet for system refinement.

Are Robots Responsible? Extended and Shared Moral Responsibility   *CLU, 2020*
- Received Summer Undergraduate Research Fellowship and published a first-author paper in the April 2021 issue of "Dialogue," the official journal of Phi Sigma Tau, The International National Honor Society in Philosophy.

ADDITIONAL

- **Technical Skills**: Frontend (HTML, CSS, React, Tailwind CSS, Alpine JS, Node), Backend (REST, GraphQL, MVC, SQL), Programming Languages (C, C++, JAVA, Python, PHP), LLM integrations (OpenAI, Llama, etc.)
- **Position of Responsibility**: Residential Assistant (2021-22), Member of Sigma Pi Sigma (National Physics Honor Society) (2021), University Hearing Board at California Lutheran University (2020-21), Member Computer Science Club (2019-2022).