Rishan Baweja

(707)-799-4760 | rbaweja@calpoly.edu | www.linkedin.com/in/rishan-baweja

EDUCATION

California Polytechnic State University - San Luis Obispo San Luis Obispo, CA
*B.S. in Computer Science, **GPA: 3.6/4.0*** *Sept. 2023 – June 2027*

TECHNICAL SKILLS

Languages: Java, Python, C, C++, JavaScript, HTML, CSS, SQL (PostgreSQL), RISC-V
Frameworks & Libraries: React, Node.js, Flask, FastAPI, Tailwind, Pandas, NumPy, Matplotlib
Tools: Git, VS Code, VIM, IntelliJ, Supabase, TablePlus, Docker

EXPERIENCE

Software Developer Intern December 2024 – September 2025
Astellent *San Francisco, CA*
- Developed end-to-end projects for multiple clients, delivering tailored web solutions
- Designed an online course website to educate designers how to code with AI
- Collaborated with product managers to refine feature requirements, translating them into technical specifications

Network Researcher June 2025 - Aug. 2025
California Polytechnic State University - San Luis Obispo *San Luis Obispo, CA*
- Assessed Apple's Private Relay egress locations to determine how different census tracts affect user privacy
- Leveraged Pandas to create custom, clean data tables to extract key insights for analysis
- Analyzed privacy and usability tradeoffs in Multi-Party Relay Systems

Software Researcher June 2023 – Sept. 2023
Sonoma State University *Rohnert Park, CA*
- Implemented a real-time React-based frontend to visualize live plant condition data collected via Raspberry Pi's
- Created a Flask backend with SQLite to store sensor readings for client-server communication
- Designed eye-appealing UI with smooth transitions in CSS

PROJECTS

Gamer Society | *Python, Flask, PostgreSQL, Docker* March 2025 – June 2025
- Outlined a video game ranking application with features like personalized feeds and game suggestions
- Formulated clean, RESTful API enpdoints for complex CRUD operations
- Improved endpoint efficiency by 30% after stress testing the database with millions of synthetic database rows
- Ensured concurrency control to ensure data consistency in multi-user database environments

UNIX File System | *C, Git* January 2025 – March 2025
- Implemented core UNIX file system functionalities in C, including file creation, directory listing, and navigation
- Developed support for commands such as `uniq` and `wc`, enabling text processing directly on files
- Established a custom in-memory data structure to simulate file allocation and directory hierarchy

Coding Club | *Python* June 2022 - May 2023
- Encouraged elementary and middle school students to code through interactive coding projects I designed
- Debugged student's code quickly in classes of up to 30 students
- Coordinated with various district Superintendents at 3 different schools to set up weekly classes

Waste Reducer App | *C++, HTML, CSS* June 2022 - Dec. 2022
- Started app to help people reduce food waste by planning weekly meals and making smart shopping lists
- Devised a clean, interactive UI in CSS that encourages user interaction
- Presented the Waste Reducer App at a TEDx Talk

RELEVANT COURSEWORK

CS: Data Structures, Algorithms, Database Systems, Object-Oriented Programming, Systems Programming
Other: Linear Algebra, Discrete Math, Multivariable Calculus, Statistics, Physics