Rishmal Rohin Kumar

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Education

University of California, San Diego — **Sep. 2019 – PRESENT**
Bachelor of Science in Computer Science — *Expected Graduation - June 2023*
- GPA: 3.920/4.000

Relevant Coursework

- Software Engineering
- Web Development (Front-End)
- Algorithm Analysis and Development
- Advanced Data Structures
- Web Mining and Recommender Systems
- Object-Oriented Programming
- Theory of Computation
- Linear Algebra

Experience

Coding Minds Academy — **December 2021 – PRESENT**
Instructor
- Teach K-12 students Computer Science over the course of 16 weekly 1-on-1 classes that usually last 1.5-2 hours
- Subjects include Java, Python, C++, HTML/CSS, JavaScript, AP Computer Science Tutoring and USA Computing Olympiad (USACO) training
- Each standard programming language class involves helping the student create a cumulative project at the end of the course to show what they have learned

UCSD Circle K Technology Team — **September 2021 – December 2021**
Web Developer — *UCSD, La Jolla*
- Part of a team that managed and improved the website for the Circle K club on campus
- Complete front-end redesign of website using CSS and React.js
- Allow the website to track community service hours of club members

Projects

NBA Stats Calculator | *Python* — **December 2021 – January 2022**
- Wrote 134 distinct functions that derived the stats of NBA players' performances over recent games and over the entire season
- Aside from using a public library to have access to raw stats, all calculations are done by scratch

***Food.com* Recipe Cook and Cook Time Predictor** | *Python* — **November 2021**
- Analyzed a provided dataset of recipe entries from *Food.com* and used Machine Learning techniques to develop a predictor of whether a random user would cook a random recipe and a predictor of how long a random recipe would take to cook.

Advanced Data Structures | *C++* — **April - May 2021**
- Used existing simple data structures to create advanced ones in C++, such as Binary Search Trees, AVL Trees, Ternary Search Trees, Huffman Coding Trees, and Graphs.

John Conway's Game of Life | *C* — **February 2021**
- Given a 2D array of cells that are marked as alive or dead, examine a cell's neighbors to determine if the cell will be alive or dead in the next iteration.
- My implementation of the game worked perfectly on a 100 x 200 2D array after 1000+ iterations.

RGB Color Guessing Game | *HTML, CSS, JavaScript* — **August 2018**
- I created a fully styled and functional game that displayed an RGB encoding for a color and three or six options to choose from, depending on the difficulty setting. If the player chose the correct color, the entire display changed to match that color.

Organizations

Tau Beta Pi (TBP) - California Psi | *Inductee* — **Induction - January 2022**

IEEE - Eta Kappa Nu (HKN) - Kappa Psi | *Inductee* — **Induction - January 2022**

Technical Skills

Programming Languages: Java, C++, C, HTML/CSS, JavaScript, Python
Technologies/Frameworks: Android, Linux, Git/GitHub, GDB, Valgrind, React.js, JUnit, Makefiles
Developer Tools: VS Code, Eclipse, Vim
Languages: English, Tamil (Conversational)