

Rohan Nagar

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PROFILE

Third-year student pursuing BS in Computer Engineering with a focus on software engineering. Very organized and dedicated to producing top-notch work. Motivated to learn new material and improve abilities.

EDUCATION

B.S., Electrical and Computer Engineering Honors, May 2017
The University of Texas at Austin
Overall GPA: 4.00/4.00

Related Courses

Operating Systems • Algorithms • Introduction to Data Mining • Big Data Science • Software Design Laboratory • Software Design and Implementation II (C/C++, Java, Data Structures) • Introduction to Computing Systems (Assembly, Computer Architecture) • Introduction to Embedded Systems (ARM Assembly) • Matrices and Matrix Calculations • Linear Systems and Signals • Probability and Random Processes

EXPERIENCE

Software Engineering Intern, Main Street Hub; Austin, TX 05/15 - 08/15

- Backend Java Developer on the Infrastructure Team
- Designed and built REST APIs that interfaced with Twitter to supply tweets based on customer location
- Deployed code to production in multiple codebases
- Worked with Amazon Web Services, DynamoDB, Jenkins CI, and popular Java frameworks

Academic Tutor, University of Texas at Austin 09/14 - 05/15

- Tutor for multiple UT Engineering courses, including Introduction to Computing Systems and Introduction to Embedded Systems
- Interact and explain course material to students that come in seeking help

SKILLS

Proficient in Java (4 years)

Pair programming and code management (Git & Github, SVN)

Experience with HTTP and REST principles

Python • C • C++ • ARM Assembly Language • Amazon Web Services • DynamoDB

RELATED PROJECTS

Pilot OS X Application (Present)

- Designing and implementing a cloud storage management application
- Building a backend REST API in Java, using Amazon Web Services and DynamoDB
- Building an MVC application in Swift 2.0 using Xcode

<https://github.com/RohanNagar/pilot-osx>

Stanford Pintos Projects (2015)

- Implemented Operating System constructs in Pintos including scheduling, virtual memory, system calls, and filesystems
- Worked in a team of 3 people, using Git and BitBucket for version control

Embedded Systems Design Contest (2014)

- Designed and built the shoot 'em up game "Space Invaders" on an ARM board
- Utilized pair programming for the majority of the project
- Won class competition and advanced to finals

HONORS & ACCOMPLISHMENTS

Recipient, John Mark Hughes Endowed Presidential Scholarship	2015
Member, Mobile Application Development Club	2013-Present
Member, IEEE Robotics Automation Society	2013-14
Recipient, University of Texas at Austin Engineering Honors Scholarship	2013
Qualifier, ExxonMobil State Science Fair	2013
First Place, Austin Energy Regional Science Fair	2013
Officer, Vista Ridge High School Marching Band	2012-13