

Rishov Dutta

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EDUCATION

**UNIVERSITY OF ILLINOIS
AT URBANA-CHAMPAIGN**
BS IN COMPUTER ENGINEERING
May 2019 | Urbana, IL
College of Engineering

LINKS

Github:// [rsdutta](#)
LinkedIn:// [rishovdutta](#)

COURSEWORK

UNDERGRADUATE

Computer Systems Engineering
Computer Architecture
Applied Machine Learning
Applied Parallel Programming
Artificial Intelligence
Cloud Computing
Algorithms and Models of Computation
Computer Security
Digital Systems Laboratory

SKILLS

LANGUAGES

Proficient:

C++ • C • Java • x86 Assembly
Python • Javascript • HTML • CSS

Familiar:

MATLAB • Swift • SQL • Verilog
Frameworks/Other
Django • Apache Spark • Apache Hadoop
Spring • Docker • Kubernetes

OTHER

AWARDS

2017

Operating System Design Competition
Runner-Up

2016

HackIllinois Honorable Mention

2015

Eagle Scout

INTERESTS

Tournament Poker
Investing
Backpacking

EXPERIENCE

BLACKROCK | SOFTWARE ENGINEER

Jul 2019 – Present | New York, NY

- Created a portfolio simulation tool using Java and Angular to capture investing habits of portfolio managers and other users around the firm and is used daily by over 1,000 users worldwide
- Developed scalable solutions for trade execution in C++ in the trade compliance pipeline

BLACKROCK | SOFTWARE ENGINEERING INTERN

May 2018 – Aug 2018 | Princeton, NJ

- Developed applications using Java to report the AUM, cash flows, revenue, and other portfolio information to portfolio managers.
- Created tools to suggest solutions to portfolio managers who did not perform well for a given quarter
- Added onto existing frontend applications to provide my solutions to end users

DECISIVE ANALYTICS CORPORATION | MACHINE LEARNING INTERN

Jun 2017 – Aug 2017 | Arlington, VA

- Developed algorithms in Java to parse audio and video files to efficiently summarize them using natural language processing, and differentiate the results based on semantic frames and role labeling
- Devised and applied the Apriori algorithm to perform association rule mining which analyzed player tendencies to assist in behavior mining
- Researched and implemented behavioral analysis algorithms in Python to create player tracks and visualize certain tendencies in games such as Dota 2 and Call of Duty for use by the United States Military to confirm that relevant analysis can be done on a video game to accelerate military testing procedures and protocols for maximum efficiency

PROJECTS

FPGA LASER PAINTER | HARDWARE DEVELOPER

Apr 2018 – May 2018 | Urbana, IL

Created an FPGA system which tracks a laser pointer with realtime image processing for digit classification from a camera input and allows users to paint on a canvas. Currently has support for 7 different colors, a precision eraser, and full erase.

BLUEDRESS CAPITAL | SOFTWARE ENGINEER

Jun 2017 – 2019 | Urbana, IL

Developed solutions using django and postgresql for the fund website with trade execution, stock comparison features, profit modeling, and overall fund performance.

FACEBOOK STOCK BOT | SOFTWARE DEVELOPER

Jun 2017 – Aug 2017 | Arlington, VA

Created a basic Facebook bot to respond to users' stock market query's using wit.ai for natural language processing and yahoo finance API for ticker information

LINUX KERNEL | SOFTWARE ENGINEER

Apr 2017 – May 2017 | Urbana, IL

Developed a Linux kernel which supports non-preemptive context switching, segmented memory protection, a simple read/write file system, valgrind/malloc, and drivers for keyboard input, text/audio output, and clock