

Ruslan Manoharan

EDUCATION

University of California, Irvine, Donald Bren School of Information and Computer Sciences
Bachelor of Science in Computer Science

Irvine, CA
Expected June 2024

- **GPA:** 3.5 | **Honors:** Directors' Scholarship

TECHNICAL SKILLS/INTERESTS/PROJECTS

Relevant Classes: Introduction and Intermediate Programming, Software Libraries, Discrete Structures/Mathematics, Computer Systems Organization, Software Engineering, Computational Linear Algebra, Cybersecurity, Machine Learning, Data Mining, Artificial Intelligence, Data Structures, Algorithms

Languages/Tech: Python | C++ | HTML/CSS | MatLab | Unity | ReactJS | Github Flow/Actions | Burp Suite

In Progress: TensorFlow | CUDA | OpenAI/GPT-3 | PostgreSQL | MongoDB

Interests: Intelligent Systems, Networked Systems, Visual Computing, Algorithms, Agile-DevOps-CI/CD

Selected Projects:

UCI ML Hackathon 2021 - "Pandemic of Lies" Project - Co-creator

- Conducted a thorough analysis of the CovidLies dataset (6 Million+ tweets with misconceptions about Covid-19).
- Implemented Bag Of Words, logistic regression, and decision tree supervised models to detect misinforming tweets.
- Won a best project award for presentation (https://www.ics.uci.edu/community/news/view_news?id=2027).

Web Search Engine - Creator

- Wrote a search engine from the ground up that is capable of handling hundreds of thousands of documents or Web pages, under harsh operational constraints, and achieved a consistent query response time of under 300 milliseconds
- Utilized inverse indexing, index merging, tf-idf scoring, and cosine similarity to optimize the accuracy and relevance of search results

WORK/EXPERIENCE/ROLES

Hack at UCI

Irvine, CA

Logistics Organizing Committee Member

April 2022 - Present

- Worked in the organization to plan out and execute hackathons throughout the academic year, most notably being Hack UCI, Orange County's largest collegiate hackathon.
- Led various committees of team members on assigned tasks such as managing organization communications, hosting workshops, etc.

Commit the Change

Irvine, CA

Developer, The Literacy Project

Oct 2021 - April 2022

- Worked to develop high-quality, sustainable, long-term software for The Literacy Project, a non-profit organization in Southern CA.
- Collaborated on a project to digitize the literacy assessment scorecards, online submission, curation, reports, and trend metrics.
- Worked in an agile git-flow development cycle using various technologies, such as React, Bootstrap, and NodeJS.

Codepath Cybersecurity

Virtual/Remote

Student

Jan 2022 - Mar 2022

- Attended sessions and worked with mentors, conducted pen testing, and participated in capture the flag competitions to help build up a cybersecurity background.
- Learned of and practiced data exposure exploitations, cookie and session-based attacks, cross-site scripting, malicious input, cryptography, user authentication, and social engineering.

UCI Office of Undergraduate Admissions

Virtual/Remote

Non-resident Student Ambassador

Feb 2021 - May 2021

- Led university efforts to adapt prospective student outreach into a remote format.
- Produced blog submissions and produced captivating video blog content.
- Conducted daily phone calls and conducted live chats to admitted international and domestic out-of-state freshman and transfer students to share UCI experience and answer campus-related questions.

Out-of-State Anteaters Club (OOSA)

Virtual/Remote

President

Oct 2020 - April 2021

- Proposed and founded a student organization for out-of-state students in a remote learning format.
- Represented the club in interactions with the University, advisors, and affiliated organizations.
- Led a team of highly qualified student club officers to develop and execute a year-long program.