SRESHT RENGESH

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EDUCATION

Massachusetts Institute of Technology
GPA: 4.6/5.0
Candidate for Bachelors in Computer Science *Feb 2015*
Candidate for Masters in Artificial Intelligence *Feb 2016*

Relevant Coursework: Advanced Algorithms, Cognitive Computer Science, Principles of Assistive Technologies, Digital Systems Communication, Computational Structures, Software Construction in Java, Algorithms, Artificial Intelligence

SKILLS

Communication Languages: English, Tamil, French, Spanish
Computer Languages: Java, C#, Python, Javascript, JQuery, MongoDB, Mongoose, HTML, PHP, VB
Applications: LaTeX, Git, GIMP, Inkscape

EXPERIENCE

Microsoft Office Mountain View, CA
Software Engineering Intern Jun 2014 - Aug 2014
- Developed end-to-end features for PowerPoint Web App and PowerPoint Desktop
- Worked on fullstack development in C#, Script#, and Javascript to build a prototype application

Dimagi Cambridge, MA
Mobile Software Engineer Jan 2014 - May 2014
- Developed opensource tools to allow users to discover simple attributes of their properties using GPS

Microsoft Foundry Cambridge, MA
Software Engineering Intern Jun 2013 - Aug 2013
- Worked in a five person research and development team to design, implement, and test a fully functional Windows 8.1 Desktop app to make a digital scrapbook
- Implemented back-end architecture, auto-save functionality, video support, and UI features on desktop and web
- Released to the Windows 8.1 Store on October 18th, 2013

eBay/Paypal Cambridge, MA
Mobile Software Engineering Intern Jan 2013
- Implementated a Paypal cross-browser mobile application for multiple users to "split the bill" at a restaurant
- Programmed in Javascript, MongoDB, and JQuery Mobile

RESEARCH

MIT Computer Science and Artificial Intelligence Laboratory: Genesis Group Sept 2013 - May 2014
- Hypothesized that understanding cause-effect relationships in stories is crucial to Artificial Intelligence
- Proposed and designed a system to draw analogies and use them to construct metaphors

MIT Media Lab: SixthSense Group Jan 2012 - May 2012
- Created reality-augmenting eyewear that executes commands based on specific gestures or actions performed by the user
- Expanded the Touchless library to recognize four new gestures
- Created a gesture to place an emergency call when the user is held at gunpoint

AWARDS

- EECS Innovation in Research Scholar, Cambridge 2013, Local
- Regional Finalist, Siemens Science and Technologies Competition 2010, National
- Participant, Telluride Association Summer Program 2010, International