Abhinav Sriram

abhinav_sriram@brown.edu | (401)-688-9286
github.com/abhinavsriram | abhinavsriram.com | linkedin.com/in/abhinavsriram

EDUCATION

BROWN UNIVERSITY | Sc.B. in Computer Science | GPA: 4.0
Relevant Coursework
- Computer Science - Object-Oriented Programming, Algorithms and Data Structures, Computer Systems, Software Engineering
- Math - Multivariate Calculus, Linear Algebra, Statistical Inference, Discrete Structures and Probability

SKILLS

- Programming Languages - Java, Python, JavaScript, C, HTML/CSS, x86 Assembly
- Technologies - Git, React.js, React Native, Selenium, NoSQL
- Design - LaTeX, Figma, Framer, Procreate, Photoshop, Illustrator

EXPERIENCE

MICROSOFT | Incoming Product Manager Intern
Summer 2021 | Redmond, WA

BROWN UNIVERSITY | Undergraduate Teaching Assistant
Fall 2020 | Providence, RI
- Conduct one-on-one office hours on a weekly basis to assist students with labs and projects in HTML, CSS, Javascript and Python.
- Grade labs and projects in a class with a record breaking 300+ enrolled students (highest enrollment in a Fall 2020 class at Brown).

AMGINE INK | Product Manager and Software Engineer Intern
Summer 2020 | Los Angeles, CA
- Led cross-functional teams of software engineering, UI/UX, game design, and marketing to redesign MVP from scratch.
- Wrote proprietary recommendations and scoring algorithm in JavaScript (the central algorithm driving game logic).
- Worked closely with UI/UX team and CEO to prototype, iterate and develop hi-fidelity wire-frames of redesigned MVP.
- Focused on improving user engagement using gamification while transitioning to subscription model (from free model).

FUJI ELECTRIC | Product Manager Intern
Summer 2020 | Chennai, India
- Performed market sizing & visualized key data points from 1 million+ excel entries for Indian consumer electronics product.
- Researched and identified KPI metrics and performed competitive/SWOT analysis of market leaders & then worked closely with marketing, engineering, and sales teams to develop competing product based on SWOT analysis.
- Identified poor customer service as key weakness of competitors & worked with outsourced software firm to deploy superior automated customer service solution projected to reduce costs by up to 80%.

ALMA MATTERS | Development and Software Engineer Intern
Summer 2019 | Santa Clara, CA
- Wrote proprietary college matching algorithm in JavaScript that makes REST API calls to database.
- Authored articles on college and application process, recorded podcasts, and answered questions on online forum.
- Worked closely with CEO to grow user base and develop targeted advertisements for Asia and the Middle East.

PROJECTS

PORTFOLIO WEBSITE | Visit Website

BROWN COURSE PLAN | Visit Website | GitHub
Summer 2020 | JavaScript, React Native, Expo
- Identified need for a more unified academic planning and scheduling tool, and co-founded Brown Course Plan.
- Co-wrote 15000+ lines of code to build React Native app with Firebase back-end (authentication and NoSQL database).
- 200+ user beta testing with TestFlight began in August 2020 with App Store and Play Store roll out in late Fall 2020.
- Recruited 4 engineers in August 2020 to accelerate development and build networking platform within app.

SHELL | Download | GitHub (On Request)
Fall 2020 | C, x86 Assembly
- Built a shell program in C that parses command line input and makes appropriate system calls - functionally equivalent to a Linux terminal.
- It is capable of handling multiple processes by running them in the background, as well as managing processes with signal forwarding.

OTHELLO | Download | GitHub (On Request)
Fall 2019 | Java, JavaFX, Object-Oriented Programming, AI
- Built graphical version of two-player board game "Othello" and implemented 3 AI players using MiniMax AI algorithm.
- MiniMax is a recursive decision making algorithm that minimizes loss (heuristic evaluation) in an n-player zero-sum game.

PAGERANK | Download | GitHub (On Request)
Spring 2020 | Java, JavaFX, Algorithms, Data Structures
- Built Graph using Adjacency Matrix as underlying data structure and implemented PageRank and Prim-Jarnik algorithms.
- PageRank is a modified version of Google's search algorithm and Prim-Jarnik finds minimum spanning forests in a Graph.