

Abhinav Sriram

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EDUCATION

BROWN UNIVERSITY | SC.B. IN COMPUTER SCIENCE

Fall 2019 - Spring 2023 | Providence, RI | GPA: 4.0

COURSEWORK

- Object-Oriented Programming • Algorithms and Data Structures • Computer Systems (*Fall 2020*) • UI/UX (*Fall 2020*)
- Multivariate Calculus • Microeconomics • Environmental Economics & Policy • Linear Algebra (*Fall 2020*)

EXPERIENCE

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 develop redesigned MVP.
- Surveyed competition and identified need to focus on improving user engagement while transitioning to freemium model.
- Wrote U4Ea's 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.

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.
- 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 prototype, iterate & deploy superior automated customer service solution projected to reduce costs by up to 80%.

PROJECTS

PORTFOLIO WEBSITE | VISIT WEBSITE

BROWN COURSE PLAN | LEARN MORE | 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.

PAGERANK | DOWNLOAD | GITHUB (ON REQUEST)

Spring 2020 | Java, JavaFX, Algorithms, Data Structures

- Built Graph using Adjacency Matrix as underlying data structure and implemented Prim-Jarnik and PageRank algorithms.
- Prim-Jarnik finds minimum spanning forests and PageRank ranks the relative importance of nodes in a Graph.

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.
- Players can play against each other and against the AI and deterministic AI players can play against each other.

SKILLS

SOFTWARE

• Java • Python • HTML • CSS • JavaScript • React • React Native • Expo • Selenium • Git (GitHub) • NoSQL (Firebase) • \LaTeX

DESIGN

• Framer • Figma • Procreate