Abhinav Sriram

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EDUCATION AND COURSEWORK

BROWN UNIVERSITY
Sc.B. in Computer Science
2019 - 2023 | Providence, RI
GPA: 4.0 / 4.0

RELEVANT COURSEWORK
Object-Oriented Programming *(Fall 2019)*
Algorithms and Data Structures *(Spring 2020)*
Computer Systems *(Fall 2020)*
User Interfaces and User Experiences *(Fall 2020)*

APPLIED COURSEWORK
Multivariate Calculus *(Spring 2020)*
Microeconomics *(Spring 2020)*
Environmental Economics & Policy *(Spring 2020)*
Linear Algebra *(Fall 2020)*

SKILLS

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

DESIGN
• Framer • Figma • Procreate

PROJECTS

BROWN COURSE PLAN | Summer 2020 | JavaScript, React Native, Expo | Website | GitHub
- Built cross-platform mobile app in React Native with Firebase back-end integration (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.

PAGERANK | Spring 2020 | Java, JavaFX, Algorithms, Data Structures | Download | GitHub (On Request)
- 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 | Fall 2019 | Java, JavaFX, Object-Oriented Programming, AI | Download | GitHub (On Request)
- 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.

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 with focus on improving user engagement using gamification and transitioning to a freemium model (from a free model).
- Worked closely with gamification team to develop game logic and write 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 revolutionary automated customer service solution projected to reduce costs by up to 80%.

ALMA MATTERS | Software Engineer and Development Intern
Summer 2019 | Santa Clara, CA
- Created proprietary algorithm in JavaScript that matches users with colleges based on personal preferences.
- 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.