

# 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 with focus on improving user engagement using gamification and transitioning to a freemium model (from 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 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

- Built cross-platform mobile app in React Native with Firebase back-end integration (authentication and NoSQL database).
- Co-wrote 15000+ lines of code to build app & recruited 3 engineers in August 2020 to help accelerate development.
- 200+ user beta testing with TestFlight began in August 2020 with App Store and Play Store roll out in late Fall 2020.

### 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