

# 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 in Figma.

### 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 consumer 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.