

Ari Porad

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<https://github.com/ariporad>

<https://portfolio.ariporad.com>

SKILLS C++ Python Robotics MATLAB Git JavaScript Machine Learning Swift Unit Testing Computer Vision

EDUCATION

Olin College of Engineering — May 2024

BACHELOR OF SCIENCE IN ENGINEERING: ROBOTICS — 4.0 GPA

- Recipient of a half-tuition merit scholarship
- Elected sophomore student government representative

COMMERCIAL APPS

Castbridge — <https://castbridge.io>

FOUNDER, CEO & SOLE DEVELOPER

- Castbridge connects incompatible home audio ecosystems; enables AirPlay streaming from Mac & iOS to Chromecasts
- Independently designed, developed, released, and marketed
- Hundreds of paying users in dozens of countries
- Paid MacOS app written in Javascript and Electron

Relevant Coursework:

- Fundamentals of Artificial Intelligence at Brandeis University
- Quantitative Engineering Analysis Includes Linear Algebra, Calculus, Physics, Facial Recognition & Robotics
- Data Structures & Algorithms

Kinoki — Retired

FOUNDER, CEO & SOLE DEVELOPER

- Free-to-play educational iOS math game for practicing algebra and problem-solving skills
- Published to the App Store
- Hundreds of users with 92% 5-star reviews
- iOS app written in Objective-C and UIKit

INTERSHIPS & WORK EXPERIENCE

Onshape (a PTC company) — Summer 2021

ARCHITECTURE/FEATURESCRIPT SOFTWARE ENGINEERING INTERN

- Onshape is a leading cloud-first computer aided design (CAD) platform for mechanical engineers
- Implemented optimizations to the FeatureScript programming language, which enables users to extend Onshape and automate tedious design workflows
- Improved FeatureScript performance by up to 50x
- Developed a custom geometric feature in FeatureScript for a prospective customer

Microsoft — Summer 2018 & 2019

PLATFORM SOFTWARE ENGINEERING INTERN — SUMMER 2019

- Designed, built, tested, and documented core parts of an unreleased next-generation Microsoft application platform
- Platform currently powers a Microsoft productivity application with hundreds of thousands of active users
- Platform is written in TypeScript and React

WEB APPLICATION TESTING INTERN — SUMMER 2018

- Developed UI and unit-testing infrastructure for a web app
- Tests written using Selenium in .NET, C#, and JavaScript
- Collaborated to integrate with existing app & infrastructure

Pro.com — Summer 2017

MOBILE DEVELOPMENT INTERN

- Pro.com is an online general contractor focused on improving the home renovation experience
- Built geolocation features in a Swift-based iOS app
- Features improved the accuracy of customer billing

Healthy School Buildings — 2018 - 2019

FREELANCE REACT NATIVE JAVASCRIPT DEVELOPER

- Contributed to a React Native Android app to allow teachers to report unsafe or unhygienic conditions in public schools
- Worked with teammates to ensure backwards compatibility

TEAMS

FIRST Robotics Competition — 2016 - 2020

TEAM CAPTAIN, PROGRAMMING LEAD

- Developed control algorithms to correct for mechanical variances and to assist drivers
- Emphasis on team leadership, management, conflict resolution, planning, and prioritization
- Attended State & World Championships
- FIRST Dean's List Semifinalist (individual award)
- Winner of programming award ("Control Award")

Olin RoboLab — Jan 2021 - Present

INDEPENDENT COMPUTER VISION RESEARCH PROJECT

- Researched use of structured light for autonomous underwater vehicle navigation and obstacle avoidance
- Expanded independent project to lead a team of students
- Worked on robotic fish project for shallow water exploration

Olin Rocketry Team — Fall 2020

DESIGNED & BUILT ROCKET FOR IREC 10,000FT COMPETITION

- Responsible for tracking subsystem power usage
- Designed and tested radio communication subsystem