

ASHWIN MADAVAN
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EDUCATION

University of Texas, Austin, TX (2018)

B.S. Computer Science, Turing Scholar Honors; B.S. Mathematical Sciences

College of Natural Sciences Freshman Scholarship

Data Structures (Honors), Discrete Mathematics (Honors), Vector Calculus (Honors), Differential Equations (Honors), Linear Algebra (Honors) and Computer Architecture (Honors)

Monta Vista High School, Cupertino, CA (2014)

National AP Scholar, AP Scholar with Distinction, California Central Coast Section Scholar Athlete Award

Completed 11 AP courses, including Computer Science (5 on AP exam), Calculus BC (5), and Statistics (5)

WORK EXPERIENCE

Leapset, Inc., Redwood City, CA. Summer Software Intern (May - August 2013, 2014)

Built kiosk software, using HTML, CSS, Javascript, and bash, that is now being shipped with Leapset's restaurant point-of-sale (POS) demonstration units to help sales teams explain product functionality to prospective customers. Developed an innovative receipt printing code in Node.js that is now integrated into the POS terminal software. Designed and built a Java data-mining crawler to harvest restaurant profiles from the web. Created corporate tools, utilizing MySQL database, Java Servlet, Spring, Hibernate, and HTML, CSS, and JavaScript front-ends, to simplify invoice generation and approval, and track and manage sales commissions and other financial information. Developed a working Android application prototype that delivers location-based advertisements using Estimote Beacons.

Micello Inc., Sunnyvale, CA. Summer Software Intern (June - August 2012)

Developed Local Apps, a location-based application discovery tool available on both Android and iPhone, that utilizes JAX-RS web services and location services to identify apps in the vicinity of a user. Solely responsible for the Android and web service implementation. Worked closely with another intern to design the iPhone app. Due to a shift in corporate strategy at Micello, only a preliminary version with limited functionality was published; the app was later included in an intellectual property (IP) asset sale by Micello.

PROJECTS

My projects are available on my GitHub at <https://github.com/ashwin153>.

PacMan (2015) Developed a Java version of the classic arcade game from scratch, and created a neural network that was trained using a binary genetic algorithm to play the game.

CS-314 (2014) A repository containing all my projects for my Data Structures class. Some of the most interesting projects are RandomWriter (assignments/prog2) and WebCrawler (assignments/prog7). RandomWriter utilizes Markov Chains to generate randomized text and music based on the probability distributions in an input file and WebCrawler is a full search engine that scrapes web pages and builds a queryable index.

Tetris Frenzy (2013) Developed a cross-platform multiplayer Tetris game that is currently in the final stages of testing. Although initially targeted for Android, the app has been implemented to allow easy expansion to other mobile and web platforms. Not yet published.

Project Euler (2013) Completed 75 of the challenging Project Euler problems. Still working on problem 76!

TECHNICAL SKILLS

Proficiency: Java, Android, MySQL

Exposure: Spring, Hibernate, C, x86 Assembly, Verilog, HTML, CSS, JavaScript, LaTeX