

# Ashwin Vivek

ashwinvivek@ucla.edu | 323-989-7489

## EDUCATION

### UNIVERSITY OF CALIFORNIA, LOS ANGELES

B.S IN COMPUTER SCIENCE

Expected June 2020

GPA: 3.81

## LINKS

Github:

[github.com/ashwin9798](https://github.com/ashwin9798)

LinkedIn:

[ashwin-vivekanandh-554518126](#)

## COURSEWORK

### YEAR 1

Data Structures and Algorithms

Computer Organization

Calculus of Several Variables

### YEAR 2

Logic Design of Digital Systems

Operating Systems

Algorithms and Complexity

Software Construction Laboratory

Computer Graphics

## SKILLS

### LANGUAGES

- C++
- Swift
- JavaScript
- Golang
- Python

### FRAMEWORKS/LIBRARIES

- Node.js, Express
- React.js, Redux
- jQuery, HTML/CSS
- Flask

### DATABASES

- MySQL
- MongoDB

## AWARDS/HONORS

- HSSEAS Dean's Honor List
- Best Hack at Hack on the Hill
- Top 5 - Facebook Hacker Expo

## SOCIETIES

ACM • Club Tennis • QuizBowl •  
UCLA DevX

## EXPERIENCE

### JARDINE ONE SOLUTION | FULL STACK ENGINEERING INTERN - IOT

Jun 2017 – Sep 2017 | Hong Kong

- Using Python, programmed a GPS system on a Raspberry Pi to track the path information of Hong Kong University buses.
- Built and deployed a RESTful Node.js server on top of a MySQL database to handle real-time GPS data feed from the Pi.
- Devised backend algorithms to make database queries by time more efficient.
- Integrated multiple Google Maps APIs in an interactive front-end web app using jQuery, JavaScript, and HTML.

### UCLA DEVX | SENIOR SOFTWARE DEVELOPER

Apr 2017 – Present | Los Angeles, CA

- DevX is an innovative organization founded to bring technological solutions to common issues faced by Bruins at UCLA.
- In Spring 2017, my team designed BruinScan: A class scanner for UCLA students to inform them when spots in classes become available.
- The app used Machine Learning to recommend classes based on preference, and optimize students' schedules.
- Worked with React.js, HTML/CSS on the frontend and Flask on the backend.

## PROJECTS

### GOPHER TRACE | DEVELOPER | GOLANG

Jun 2017 – Present | Hong Kong

- Implemented a Ray Tracer in Go that renders items in a configurable world.
- Improved the overall performance of the program by configuring properties at runtime, using the Go flag package
- Rendered materials of different types, including Lambertians, metals, and dielectrics.

### JEO-PARSE-Y! | IOS DEVELOPER | SWIFT, FIREBASE, ALAMOFIRE

Dec 2016 – Feb 2017 | Los Angeles, CA

- Created a tool for aspiring contestants to prepare for Jeopardy! in a realistic way.
- Scraped J-Archive to provide real questions in the game board format.
- Integrated Apple Speech Framework to allow answering with voice.
- Implemented a real-time, multiplayer mode using Firebase.

### NECTOR | HONORABLE MENTION AT FACEBOOK HACKER EXPO | SWIFT

Oct 2016 – Dec 2016 | Los Angeles, CA

- Developed a real-time, social networking application in iOS that helps users within a modifiable radius break the ice with one word. Written in Swift.
- Integrated Apple CoreLocation to implement geo-fencing, and modify social radius.

### SHERLOCK.AI | IOS DEVELOPER | SWIFT

Jan 2017 | Santa Barbara, CA

- Developed an intelligent recruitment assistant that matches users to companies using IBM Watson tone analysis.