Ashwin Vivek

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DESCRIPTION

Seeking a challenging software engineering internship opportunity for the summer of 2018.

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES
B.S in Computer Science
Expected June 2020
GPA: 3.81

HSSEAS Dean's Honor's List

LINKS

- 🏠 www.ashwin9798.github.io
- ⌂ github.com/ashwin9798
- in ashwin-vivekanandh-554518126

COURSEWORK

FRESHMAN
Data Structures and Algorithms
Computer Organization
Calculus of Several Variables

SOPHOMORE
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
- jQuery, HTML/CSS
- React.js, Redux
- Flask

DATABASES
- Firebase
- MySQL
- MongoDB

* in order of proficiency

SOCIETIES

ACM • Club Tennis • QuizBowl • 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, and ML to recommend an optimal schedule.
- Worked with React.js, HTML/CSS on the frontend and Flask on the backend.

PROJECTS

JEO-PLAY! | 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, and integrated Apple Speech Framework to allow users to answer with voice.
- Implemented a real-time, multiplayer mode using Firebase.

RESERV | Web Developer | JavaScript, Python
Aug 2017 – Present | Hong Kong
- Building a facility reservation system for tenants in my apartment complex.
- Developing interface for clubhouse to manage payments using Stripe API.

GOPHER TRACE | Computer Graphics | Golang
Jun 2017 – Present | Hong Kong
- Implemented a Ray Tracer in Go that renders 3 dimensional 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.

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.
- Wrote an algorithm integrating Apple CoreLocation, to create a modifiable geofence.

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.