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

DATABASES
- MySQL
- MongoDB
- Firebase

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.