Ayush Saraf

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Education

University of Washington, Seattle

Computer Science, GPA: 3.70

Expected June, 2018

Relevant Coursework: Computer Programming I & II, Systems Programming, Hardware/Software Interface, Data Visualization, Relational Database Management System, Discrete Mathematics, Matrix Algebra, Calculus, Differential Equations, CAD Modelling (Solidworks), Physics (Honors): Mechanics and E&M, Microeconomics.

Skills

Experienced in Java, JavaScript, Git, HTML/CSS, Solidworks. **Familiar** with C/C++, C#, MongoDB, SQL, Octave, Unity **Frameworks & Libraries**: Node/Express.js, React.js, vega-lite, d3.js, Bootstrap, Passport.js, Socket.io **3rd Party APIs:** Stripe, Twilio, Shopify, Facebook, Mojio, Leap Motion, Hololens, Project Tango

Experience

Software Engineering Intern, Microsoft

June - September, 2016

- Worked as a full stack developer at Microsoft Dynamics CRM Mobile team to optimize the metadata sync process.
- Designed & implemented both privilege based & on demand sync optimization techniques along with the appropriate UX/UI changes which reduced the app-load time by up to 65% and sync time by up to 20%.

Undergrad Research Assistant, Vega-Lite (IDL)

January - June, 2016

- Worked on open-source data visualization grammar called vega-lite at the UW Seattle's Interactive Data Lab
- Implemented support for statistical graphics in vega-lite by extending visualization grammar to support ranged marks and composite marks in addition to primitive marks.

Software Developer Intern, CleverTap

July – September, 2015

- Developed a Shopify plugin that automatically integrate users' CleverTap account with their Shopify store via OAuth.
- Allowed CleverTap to quickly expand their business to Shopify store owners with little or no technical skills.
- With a single click, the store is connected to their CleverTap and starts receiving all the essential e-commerce events.

Co-Founder & Developer, Aced

April - December, 2015

- Launched a Beta version of an on demand student to student tutoring service on UW Campus.
- Developed the entire backend with login via Facebook, payments via Stripe, and messaging via Twilio using a RESTful API written in Node/Express with MongoDB.
- Acquired over 90 users within a week, and did user testing to get feedback on improving the UX of the app.

Extracurricular

UW EcoCAR3: ADAS

September 2016 - Present

- Working with the UW EcoCAR as a member of Advanced Driver Assistance Systems team to compete in the national advanced vehicle technology competition (EcoCAR) hosted by the U.S. Department of Energy.
- Goal is to prototype innovate driver assistance solutions using computer vision and machine learning techniques.

DubHacks

May 2016 – Present

- Working with a team for motivated individuals from diverse backgrounds to run the biggest Hackathon in the PNW.
- Leading an open source project focusing on streamlining the various logistics for organizing Hackathons.

Lavin Entrepreneurship Program & Startup UW

April 2015 - Present

- Executive committee member at the two largest entrepreneurship organizations on-campus.
- Work with both teams to organize various events empowering entrepreneurship among students on campus.

Side Projects

Multiplayer Round Table Hockey

A multiplayer circular table Air Hockey game supporting mouse and Leap Motion as input devices.

Hackestimate

A web tool for Hackathons to estimate and optimize travel budget for flying in huge group of people. It uses data visualization tools to help making better decisions.

Hackathon Projects

Microsoft //oneweek '16: Holoball

A Hololens application for basketball training that uses holographic guide curves demonstrating the perfect shot.

DubHacks '14: Rhythmic Ride (best use of the Mojio API.)

An Android app that uses the Moj.io connected car platform to smoothly crossfade between songs based on driving behaviors, currently speed.