Computer Science Graduate, **IIT Bombay**
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ROHITH KISHAN

SCHOLASTIC ACHIEVEMENTS

- Secured All India **17th** rank in **IIT Joint Entrance Examination** out of around 520,000 students. *2011*
- Qualified for **ACM Inter Collegiate Programming Contest** Worldfinals. *2014*
- Secured All India **324th** rank out of more than 1,100,000 students appearing in All India Engineering Entrance Examination. *2011*
- Secured **54th** rank in Vellore Institute of Technology entrance examination. *2011*
- Secured **166th** rank in **ISAT** conducted by Indian Institute of Space Science and Technology. *2011*
- Secured State Rank **276** in Engineering Agricultural and Medical Common Entrance Test, Andhra Pradesh out of 3,00,000 students. *2011*
- Awarded **KVPY** scholarship — Highest scholarship given by government of India at undergraduate level for promoting science education and research. *2011*

WORK EXPERIENCE

pre-pg.com Feb 2018 - Present
Freelancer *Remote*

- Wrote a major feature using **C#**.
- Wrote API for the feature using **MongoDb** as the database.
- Wrote both back-end and front-end code.

Quant One March 2017 - Oct 2017
Quantitative trading *Kolkata*

- Developed a quantitative trading strategy on the Long side.
- Used data from options market to derive sentiment about a particular stock.
- Backtested a number of strategies and analysed the results

Crowdfire June 2016 - Nov 2016
Backend Engineer *Mumbai*

- Wrote a microservice from scratch in **Go lang** that went into production.
- Improved their task scheduling, working with **Java** code.
- Squashed a lot of bugs in their **Nodejs** code base.

Chronus Summer 2014
Software Engineering Intern *Chennai*

- Worked on integrating Chronus Mentor platform with Salesforce.
- Worked on improving the interface and usability of their application

General Electric Summer 2013
Software Engineering Intern *Bangalore*

- Helped in tuning performance of their code used for Data Analysis
- Created Wiki-style Documentation for their Data Analysis tools

TECHNICAL AND PROGRAMMING SKILLS

Programming Langugaes — C++, C#, C, Java, Python, JavaScript, Ruby, Racket, SQL, Assembly (MIPS).

Web Application Frameworks – Nodejs, Ruby on Rails

PROJECTS

Artificial Intelligence Feb'14 - Apr'14
Prof. Pushpak Bhattacharya *CSE, IIT Bombay*

- Presented a seminar after conducting a literature survey on robotic soccer
- Implemented feed forward neural networks with back propagation and used it for sentiment analysis over twitter feeds and various test data.
- Implemented A^* algorithm to solve 8-puzzles problem. Implemented bi-directional search and compared different heuristics.

cfglp Feb'14 - Apr'14
Prof. Uday Khedker *CSE, IIT Bombay*

- Built a language processor (both interpreter and compiler variants) for the control flow graphs generated from programs written in a subset of C.
- Implemented optimal register allocation, error handling, avoiding redundant jumps and other optimisations.

MiniFB Sep '13 - Nov '13
Prof. Umesh Bellur *CSE, IIT Bombay*

- Created a website similar to Facebook.
- Implemented various features like friend requests, messaging, blocking, search, moderating etc.
- Used java server pages for the front-end, PostgreSql for the back-end and JDBC for communicating with the database.

Implementation of Virtual Memory Feb'14 - Mar'14
Prof. D.M.Dhamdhere *CSE, IIT Bombay*

- Implemented Virtual Memory System for Pranali Guest OS.
- Handled issues like memory allocation, swap space management, page replacement policy, page faults etc.

Rube Goldberg Machine Feb'13 - Mar'13
Prof. Parag Chaudhuri *CSE, IIT Bombay*

- Wrote a rube Goldberg machine simulation in Cplusplus.
- Used Box2D library for handling interactions between different objects in the machine.

MyLynx Oct '12 - Nov '12
Prof. Varsha Apte *CSE, IIT Bombay*

- A command line web browser written in Cplusplus.
- Used Data Mining to extract the main content from a web page removing ads and other unwanted information.

PacMan Mar '12 - Apr '12
Prof. Amitabha Sanyal *CSE, IIT Bombay*

- Developed pacman game in racket.
- Implemented different features like multiple maze designs, game levels and intelligent code for Ghost movement.