

Tanish Arora

(951) 850-2020 • Mira Loma, CA, USA • arora.tanish97@gmail.com • tanisharora97.github.io • www.linkedin.com/in/tanish-arora

EDUCATION

University of California, Riverside

Bachelor of Science Degree, **Computer Engineering**

Overall GPA: 3.32/4.0

Riverside, CA

Expected Graduation : August 2019

SOFTWARE & TECHNICAL SKILLS

C/C#	C++ (1+ years)	Java (1+years)
HTML /CSS (1+ years)	MySQL(Database Development)	Python (Machine Learning)
VHDL/Verilog (FPGAs)	Assembly (MIPS Processor)	GNU/Linux Shell
Circuit Analysis	MATLAB & Xilinx	Fluent in English, Hindi, and Punjabi

Technical Experience / Projects

Yahtzee - C++

- ❖ Created the original Yahtzee game using C++ .
- ❖ Used Data structures such as AVL and Binary Search Trees (BST) to let the user know expected outputs for every move.
- ❖ Implemented randomized function for dices

rShell - C++

- ❖ Custom implementation of Linux shell in C++, Analyze and test commands and connectors to determine if the next command will execute based on first command. Implementation of system calls, piping and forking.

Airline Booking System - Java & MySQL (Personal Project)

- ❖ Created an Airline Booking Software, where a user can login, book a flight, check and confirm their reservation details, cancel their bookings and other multiple functionalities.
- ❖ Front end (GUI) made using Java, Used MySQL as a Database Server and Implemented integration of MySQL and GUI, for logging in, checking flight status, etc.

UCR Diaries - C++/C#

- ❖ Created an original game based on UCR itself, it consists of two mini games developed in both 2D and 3D environments.
- ❖ Implemented a 2D game of Dont be late to class, where a player starts from parking lot at UCR all the way to his/her class in a certain period of time.
- ❖ Implemented a 3D game of Bytes food fight, where a player tries to fight frenemies with different kind of foods in bytes (real place in UCR).

VR Runner - C# (Unity)

- ❖ Immersive Oculus VR game inspired from Games like Subway Surfers, Temple Run, where the user has to dodge several objects coming your way. Uses unity physics implementation and other functionalities to prevent any user vection.

Mini Elevator - C / Embedded Systems

- ❖ Created a mini elevator system using the Arduino uno, ultrasonic sensor and stepper motor. The platform is raised to the desired level by the press of a button and stopped by the use of an ultrasonic sensor.
- ❖ Built an own custom library for the communication between arduino uno and ultrasonic sensor to get the current floor level.

Employment

Transfer Transition Program Peer Mentor

September 2018- Present

Bourns College of Engineering, UC Riverside

- Mentoring for an Exclusive year - long program designed to support incoming transfer students to successfully transfer from a community college to UC Riverside. Administer exclusive workshop seminars in order to provide them with academic resources, mock job interviews, and one on one conversation with their mentor for emotional or courses support.

Supplemental Instructor

March 2016- June 2017

Riverside Community College, Riverside

- Developed weekly peer-assisted study sessions for mathematics students in order to improve student retention and success within targeted historically difficult courses .

Tutor (Maths and Physics)

January 2016- January 2017

Riverside Community College, Riverside

- Effectively communicate concepts from pre-algebra to calculus. Coached students in various fields and helped them with their programming projects.

AFFILIATIONS

Institute of Electrical & Electronics Engineers (IEEE) – General Member

Association for Computing Machinery (ACM) – General Member

CyberSecurity (Cyber @ UCR) – General Member

AWARDS & CERTIFICATIONS

UCR Achievement Scholarship Recipient 2017-2019

HTML, CSS and Javascript (Coursera)