Eashaan Kumar

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EDUCATION

Cornell University, Ithaca, NY (Jan 2018 – May 2020)

University of Maryland (UMD), College Park, MD (Jul 2016 – Dec 2017)

B.A. in Computer Science *Current GPA:* ***3.46/4.00*** *Expected Graduation:* ***May 2020***

SKILLS

Programming Languages: (Proficient) Java, C, Python; (Knowledgeable) Swift, C#, C++

WORK EXPERIENCE

Software Engineering Intern – Appian Corp. (www.appian.com) Jun 2018 – Aug 2018, Reston, VA

- Learned about SCRUM and AGILE on a 15-person team
- Optimized process memory calculations by eliminating unnecessary calculations
- Identified multiple architecture options for data aggregation across multiple databases
- Created UI for recording User Response Times across the site (to be shipped in Q3)
- Improved logging using a Python script that obfuscates sensitive data and makes process debugging easier
- Built command line tools in chat client for streamlining customer issue handling by Rapid Response Teams

Technologies: Java, Google Scripts, K, Git

Software Engineering Intern - Appliqant, Inc. (www.appliqant.com) Dec 2016 – Feb 2017, New York, NY

- As part of 6-person team, worked on "Appliqant", an online interviewing tool for recruiters
- Developed automated backup system for database
- Started first version of their Android app

Technologies: PHP, node.js, MongoDB, AWS, Java

PROJECTS & RESEARCH

Github Repository Analysis – Data Science Course Nov 2017 – Dec 2017, UMD

- Obtained database of user actions for 1000 repositories; performed Logistic Regression to predict number of days left in repo's lifespan, conducted PCA analysis to determine separation of features

Technologies: Python, BigQuery, Docker

Real Time Avateering with Skeleton and Face Tracking - UMD Jun 2017 – Aug 2017, UMD

- Created system for remote presence that lets users control their own live avatar
- Accomplished avatar construction using Kinect v2 skeleton tracking; optimized facial-feature detection using machine learning; developed algorithm that estimates facial expressions and maps onto avatar mesh

Technologies: OpenCV, Kinect, C++, Unity 3D

iOS App Developer – Self Employed Sept 2012 – July 2016, NJ

- Created and published two games, 'Crazy Towers' and 'Swervy Cubes' and a utility app 'NeverForget – Task Manager' to AppStore

Technologies: Xcode, Unity3D, Swift, C#

LEADERSHIP

Vice President, Lead Instructor - UMD Virtual Reality Club Sep 2017 – Dec 2017, UMD

- Taught 30-person class on VR development in Unity3D (C#); manage 400+ members of the club and address their organizational issues; reach out to sponsors and companies