Eashaan Kumar

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EDUCATION

Cornell University, Ithaca, NY (transferred from University of Maryland – College Park)

B.A. in Computer Science   *Current GPA: **3.8/4.00***   *Expected Graduation: **May 2020***

SKILLS

Programming Languages: (Proficient) Java, C, Python; (Knowledgeable) Swift, C#, C++
Packages & Environments: Unity3D, AWS, Node.js, BigQuery, Docker

WORK EXPERIENCE

Intern - Appliqant, Inc. (www.appliqant.com)   Dec 2016 – Feb 2017, New York City
- ❖ As part of 6-person team, worked on "Appliqant", an online interviewing tool for recruiters
- ❖ Performed database Migration; developed backup system for database; created an Android app
- ❖ Technologies: PHP, node.js, MongoDB, AWS, Android

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, SkLearn, 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

VisuArt – The Phillips Collection   Jan 2017 – May 2017, Washington DC
- ❖ Created virtual reality app that allows users to create live 3D artwork with Oculus Rift; programmed ability to create objects using controllers; implemented multiplayer using UNet
- ❖ Project selected for presentation at Undergraduate Research Day
- ❖ Technologies: C#, Unity 3D, Oculus Rift

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

Workshop Manager - Technica   April 14 – April 16, 2017 UMD
- ❖ Organized workshops and events for Technica, one of the largest hackathons on the Eastern shore.

AWARDS & SCHOLARSHIPS

OMSE Academic Excellence Award • President's Scholarship • Computer Science Dean's List