

# Eashaan Kumar

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## EDUCATION

### University of Maryland, College Park, MD

B.S. in Computer Science

Current GPA: **3.87/4.00**

Expected Graduation: **May 2019**

Honors Program, Specialization in Data Science, Minor in Mathematics

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## SKILLS

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

Databases: MySQL, MongoDB

Packages & Environments: Unity3D, AWS, Node.js

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## WORK EXPERIENCE

Intern - Applicant, Inc. (www.applicant.com)

Dec 2016 – Feb 2017, New York City

- ❖ As part of 6-person team, worked on “Applicant”, an online interviewing tool for recruiters
- ❖ Added ability to send and fetch interviewee info using PHP; developed automatic backup of incoming data to MongoDB database hosted on AWS; created an Android app to facilitate candidates to take mobile video interviews; experienced “hacker takeover” of the database
- ❖ Technologies: PHP, node.js, MongoDB, AWS, Android

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## PROJECTS/RESEARCH

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#

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## LEADERSHIP

Vice President, Lead Instructor - UMD Virtual Reality Club

Sep 2016 – Current, UMD

- ❖ Taught 30-person class on VR development in Unity3D (C#)
- ❖ Currently manage 400+ members of the club and address their organizational issues; reach out to sponsors and companies (Lockheed Martin/Oculus Rift/Microsoft) to support our mission

Workshop Manager - Reality Hacks

April 14 – April 16, 2017 UMD

- ❖ Launched the first VR/AR Hackathon on UMD campus with the help of UMD VR and AR club. Managed and taught workshops for the duration of the hackathon

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## AWARDS & SCHOLARSHIPS

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