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++

Packages & Environments: Unity3D, AWS, Node.js, BigQuery, Docker

WORK EXPERIENCE

Intern – Appian Corp. (www.appian.com) Jun 2018 – Current, Reston, VA

- Worked on a 20+ team of software engineers and learned about SDLC
- Added User Response Time features to increase visibility for the customers (to be shipped this quarter)
- Improved logging using a Python script that obfuscates sensitive data and makes process debugging easier
- Learned version control using Git and performed code reviews on other programmers' pull requests
- Technologies: Java, Appian SAIL, Git

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
- 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

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