

Eashwar Mohan

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Education

University of Michigan - Ann Arbor

BSE in Computer Science/Minor in Music

- GPA: 3.810

Expected Date of Graduation: May 2020

Employment

TechSmith Corporation

Software Engineer Intern

- Worked on Camtasia, a video editing program made for creating presentations and video tutorials.
- Did both feature work and bug fixing on Camtasia, using MFC (C++), WPF (C# + XAML) as well as a C++ business logic layer.

Okemos, MI

May 2018 – August 2018

Delta Dental of Michigan

Software Engineer Intern

- Integrated Open ID Connect (OIDC)/SecureAuth with desktop and web applications
- Designed and implemented a REST API using the Java Persistence API (JPA), Hibernate, Wildfly, and Enterprise JavaBeans (EJB)

Okemos, MI

June 2017 – August 2017

University of Michigan Dental Informatics

Computer Consultant

- Assist dental faculty and students of the School of Dentistry over email, phone, and in-person with technological issues
- File and assign tickets using the ITS and manage the Desktop Support front desk

Ann Arbor, MI

September 2017 – Present

Projects

Untitled Video Game

A 2D platforming game featuring original spritework and original music, written in C++. Designed to be runnable on the GameShell by ClockworkPi, a Linux machine with a 320x240 display. Frameworks used: SDL2, Catch2 (unit tests).

github.com/eashwar/sdl-game

now-playing: Spotify control for Bash

Command line tool allowing for the control of basic Spotify playback on the Bash shell. Frameworks/Tools used: ExpressJS, Shell Scripting

github.com/eashwar/now-playing

Music Composition

Composed and arranged songs performed electronically and live using the DAW Reaper, piano, clarinet, and bass clarinet.

soundcloud.com/eashw

Personal Website

A personal website displaying a full list of past and current projects. Frameworks used: Bootstrap, Jekyll, JQuery, MathJax

eashwar.github.io

Activities

Video Game Music Club

Speaker/Director of Online Communications

- Leading discussions and workshops on video game music analysis, music theory, composition, and music production
- Workshops given: "I've heard that before!": An Introduction to Leitmotifs in Video Games", "How to Write a Pokemon Battle Theme in 30 minutes"
- Managing mailing lists, online calendar, Discord server, and social media for the club

January 2018 – Present

FIRST Alumni and Mentors Network at Michigan (FAMNM)

Treasurer (2018-Present) & Member (2017-18)

- Coordinating the 2018 FIRST Robotics Competition Kickoff and Robot Quick Build held at the University of Michigan in January
- Volunteering at FIRST events across the state of Michigan as a referee (FRC) and a judge (FTC)
- Writing grant and funding proposals to allow for improvement of events run by FAMNM and reimbursement of FAMNM volunteers

September 2017 – Present

Michigan Hackers

Core Team Member

- Upgrading and maintaining the Michigan Hackers website (michiganhackers.org)
- Participating in weekly "hack nights"; attend "Lightning Talks" on various CS topics given by other members of the club, work on side projects, and interact with other CS students at the University of Michigan.

January 2018 – Present

Skills

Languages

- C++, Java, JavaScript, Python, C#, XML, XAML, SQL, HTML/CSS, Markdown, LaTeX

Tools/OSes

- Git, Bash scripting, PowerShell scripting, Windows Subsystem for Linux (WSL), Windows, OSX, Linux

Music

- Cockos Reaper, Avid Pro Tools, MIDI sequencing, Clarinet Family (8 years), Piano (12 years), Composition (3 years)