

Education

University of Michigan - Ann Arbor

BSE in Computer Science/Minor in Music, Summa Cum Laude

Sept 2017 - May 2020

- Degree Completed in 3 Years and Awarded With Highest Honors, GPA: 3.875

MSE in Computer Science

Sept 2020 - May 2021

- GPA: 4.0, Part of Sequential Undergraduate/Graduate Studies program (SUGS)

Employment

University of Michigan

Ann Arbor, MI

Graduate Student Instructor, EECS 494: Game Development

August 2020 - Present

- Lead weekly discussion sections over auxiliary course material to help students make games in Unity.
- Manage office hours, a virtual forum board, moderate virtual lecture, and grade assignments.

TechSmith Corporation

Okemos, MI

Software Engineer Intern (2020), Camtasia Team

May 2020 - Aug 2020

- Enabled Camtasia, the video editor and screen recording program, to work better on mixed-DPI multi-monitor workflows.
- Localized Camtasia into various non-English languages.

Roblox Corporation

San Mateo, CA

Software Engineer Intern

June 2019 - Aug 2019

- Designed and implemented a RESTful API in .NET currently receiving thousands of requests a second in production, which keeps track of dependencies between in-game assets on the Roblox game platform.
- Beta tested a development workflow in Docker Compose, Hashicorp Nomad and Vault, and Drone CI.

Projects

GridBeat

GridBeat on Google Play Store

Music education puzzle game that teaches the player about drumming and rhythmic intuition.

Available on Android and online at projectlegato.com/game/. Made with Unity2D.

TURBONEON

deem.itch.io/turboneon

A 3D, splitscreen multiplayer spaceship racing game. First place winner of the December 2019

University of Michigan Student Game Showcase. Made with Unity3D.

Music Composition

eashwar.bandcamp.com

Songs made using the DAW Reaper, piano, clarinet, and bass clarinet.

Personal Website

eash.dev

A personal website displaying a full list of past and current projects. Single-page-app implemented by hand in JavaScript.

Activities

Video Game Music Club

Co-Founder and President/Speaker/Bandleader

January 2018 - Present

- Lead discussions and workshops on video game music analysis, music theory, composition, and music production
- Manage mailing lists, online calendar, Discord server, and social media for the club
- Arrange popular video game music for performance by the club ensemble.

FIRST Alumni and Mentors Network at Michigan (FAMNM)

Treasurer (2018-2020) & Webmaster (2019-2021)

Sept 2017 - Present

- Fundraised over \$25,000 to establish an endowed scholarship for FIRST alumni at the University of Michigan
- Drafted and submitted funding proposals to facilitate the improvement FAMNM events
- Maintained the frontend and backend of the club website (<https://famnm.club>)

Michigan Hackers

Web Team (2018-19) & Bootcamp Lead (2019-2020) & Senior Advisor (2020-2021)

Jan 2018 - Present

- Organized weekly presentations to introduce new CS students to concepts essential to academic and career success.
- Topics include: version control, test-driven development, OOP and FP basics.
- Developed the front-end and back-end for michiganhackers.org using ReactJS and Gin, a Golang framework.

Skills

Languages

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

Tools/OSes

Git, Bash scripting, PowerShell scripting, Windows, OSX, Linux

Music

Reaper, Ableton, Clarinet (11 years), Piano (15 years), Composition (6 years)