

Eashwar Mohan

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Education

University of Michigan

Ann Arbor, MI

BSE in Computer Science/Minor in Music

2021

- GPA: 3.810
- Enrolled Courses: EECS 281 - DS&A, EECS 370 - Intro to Computer Organization, THEORY 137: Intro to Music Theory, MUSPERF 391: Independent Music Study (Piano)
- Completed Courses: PAT 305: Video Game Music, PHYSICS 160: Honors Mechanics, ENGR 100: Gaming for the Greater Good, EECS 280: Intro to DS&A, EECS 203: Discrete Math, EECS 398: Computing for Computer Scientists, PHYSICS 260: Honors E&M

Employment

TechSmith Corporation

Okemos, MI

Software Engineer Intern

May 2018 – August 2018

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

Delta Dental of Michigan

Okemos, MI

Software Engineer Intern

June 2017 – August 2017

- OIDC/SecureAuth integration with desktop and web applications
- Design and implementation of a REST API using JPA, Hibernate, Wildfly, and EJB

University of Michigan Dental Informatics

Ann Arbor, MI

Computer Consultant

September 2017 – Present

- 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

Projects

Untitled Video Game

github.com/eashwar/sdl-game

A 2D platforming game featuring original spritework and original music. Designed to be runnable on the GameShell by ClockworkPi, a Linux machine with a 320x240 display.

SDL2, Catch2 (unit tests)

now-playing: Spotify control for Bash

github.com/eashwar/now-playing

Command line tool allowing for the control of basic Spotify playback on the Bash shell

NodeJS, ExpressJS, Shell Scripting

Music Composition

soundcloud.com/eashw

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

Cockos Reaper

Personal Website

eashwar.github.io

A personal website displaying a full list of past and current projects.

Bootstrap, Jekyll, JQuery

Activities

Video Game Music Club

Speaker/Director of Online Communications

January 2018 – Present

- Give workshops and lead discussions 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"
- Manage mailing lists, online calendar, Discord server, and social media for the club

FIRST Alumni and Mentors Network at Michigan (FAMNM)

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

September 2017 – Present

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

Michigan Hackers

Member

January 2018 – Present

- Participate 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.
- Attend collegiate hackathons as a group

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)