

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

Core Team Member

January 2018 – Present

- Work on the maintainance and upgrade of the Michigan Hackers website
- 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.

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)