Eashwar **Mohan**

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Education

University of Michigan - Ann Arbor

BSE in Computer Science/Minor in Music *Expected Graduation May 2020*
- GPA: 3.810

Employment

Roblox Corporation *San Mateo, CA*

Software Engineer Intern *June 2019 – August 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 test a development workflow in Docker Compose, Hashicorp Nomad and Vault, and Drone CI.

Crowds and Machines Lab at the University of Michigan *Ann Arbor, MI*

Technical Lab Assistant *January 2019 – Present*
- Educate undergraduate researchers on various tools and skills, such as version control, and software architecture
- Hold office hours to assist researchers with technical problems and create/maintain documentation for the lab.

TechSmith Corporation *Okemos, MI*

Software Engineer Intern *May 2018 – August 2018*
- Participated in updating Camtasia, a screen capture and video editing program.
- Implemented new features for Camtasia, using MFC (C++) and WPF (C# + XAML).

Projects

Super MIDIo Bros. *GitHub: eashwar/super-midio-bros*

Control Mario level 1-1 of Super Mario Bros. by playing the overworld theme on a MIDI keyboard. Made for MHacks 11. Made with pygame, pyautogui

now-playing: Spotify control for Bash *GitHub: eashwar/now-playing*

Command line tool to control of basic Spotify playback in bash. Made with 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.

Personal Website *eash.fyi*

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

Activities

Video Game Music Club

Speaker/Director of Online Communications/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 perfomance by the club ensemble.

FIRST Alumni and Mentors Network at Michigan (FAMNM)

Treasurer (2018-Present) & Webmaster (2019-Present) *September 2017 – Present*
- Fundraise over $25,000 to establish an endowed scholarship for FIRST alumni at the University of Michigan
- Draft and submit funding proposals to facilitate the improvement FAMNM events
- Maintain the frontend and backend of the club website located at https://famnm.club

Michigan Hackers

Web Team (2018-19) & Bootcamp Lead (2019-Present) *January 2018 – Present*
- Organize 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.
- Develop the back-end for the Michigan Hackers website (michiganhackers.org) using 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 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)