

Education

University of Michigan - Ann Arbor

BSE in Computer Science/Minor in Music

- GPA: 3.875

September 2017-May 2020

Employment

Roblox Corporation

Software Engineer Intern

San Mateo, CA

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

Software Engineer Intern

Okemos, MI

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

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. Frameworks used: Gatsby, ReactJS

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 performance 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)