

Education

University of Michigan - Ann Arbor

BSE in Computer Science/Minor in Music

- GPA: 3.810

Expected Date of Graduation: May 2020

Employment

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, debugging, and software architecture
- Hold office hours to assist researchers with technical problems
- Update and maintain various developer tools used by the lab

TechSmith Corporation

Okemos, MI

Software Engineer Intern

May 2018 – August 2018

- Participated in updating Camtasia, a video editing program made for creating presentations and video tutorials.
- Programmed new features and resolved bugs for Camtasia, using 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

- Integrated Open ID Connect (OIDC)/SecureAuth with desktop and web applications
- Designed and implemented a REST API using the Java Persistence API (JPA), Hibernate, Wildfly, and Enterprise JavaBeans (EJB)

Projects

Super MIDIo Bros.

github.com/eashwar/super-midio-bros

An application that allows you to control level 1-1 of Super Mario Bros. by playing the overworld theme on a MIDI keyboard to control Mario. Made for MHacks 11. Frameworks used: pygame, pyautogui

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. Frameworks/Tools used: 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

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

FIRST Alumni and Mentors Network at Michigan (FAMNM)

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

September 2017 – Present

- Fundraise over \$25,000 for the establishment of an endowed scholarship for incoming freshman at the University
- Coordinate the 2018 FIRST Robotics Competition Kickoff and Robot Quick Build held at the University of Michigan in January
- 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

- Develop the back-end for the Michigan Hackers website (michiganhackers.org) using the Go framework Gin.
- 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#, 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)