

Education

University of Michigan - Ann Arbor

BSE in Computer Science/Minor in Music, Summa Cum Laude

Sept 2017 - May 2020

- Degree Completed in 3 Years and Awarded With Highest Honors, GPA: 3.875

MSE in Computer Science

Sept 2020 - May 2021

- Part of Sequential Undergraduate/Graduate Studies program (SUGS)

Employment

TechSmith Corporation

Okemos, MI

Software Engineer Intern (2020), Camtasia Team

May 2020 - Aug 2020

- Enable Camtasia, the video editor and screen recording program, to work better on mixed-DPI multi-monitor workflows.
- Localized Camtasia into various non-English languages.

Software Engineer Intern (2018), Camtasia Team

May 2018 - Aug 2018

- Mitigate security vulnerabilities related to zip files in Camtasia.
- Complete various bugfixes and small feature requests.
- (Both internships, worked with MFC and Win32 (C++), and WPF (C#) technologies)

Roblox Corporation

San Mateo, CA

Software Engineer Intern

June 2019 - Aug 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.

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

Co-Founder and President/Speaker/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 (2018-2020) & Webmaster (2019-2021)

Sept 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 (2019-2020)

Jan 2018 - May 2020

- 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)