

# RISHABH JAIN

TECH -SAVVY TRILINGUAL VIOLIST

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## SUMMARY

High school junior with interests in robotics, cyber security and microbial energy. Skilled in web development, programming and sponsorship sales. Can converse in English, Chinese, Hindi and Sanskrit.

## EDUCATION

### Marshall High School

IB Diploma (Expected) 2018

Currently pursuing an IB Diploma. Plan on taking these Higher Level courses: Mathematics, Biology, Physics and Topics

### Sanskrita Bharati

Currently enrolled in distance learning course from Sanskrita Bharati. Sanskritam As a Foreign Language (SAFL) is a three-year online distance education program for high school students who wish to learn Sanskritam (aka Sanskrit).

## EXPERIENCE

### FIRST Robotics Team 5549, Outreach Coordinator and Programmer

Oct 2014 - Current

Marshall HS's robotics team participated and was awarded the Rookie All-Star award in the 2015 season.

- Served as Outreach Coordinator and deployed a fast and responsive website for my High School's robotics team with no budget.
- Integrated various technologies into the website for a better user experience.
- Responsible for securing more than \$2000 in grants from various sponsors.
- Helped program the robot using C++. For the 2016 season, also assisted the team in creating a computer vision system using a NVIDIA Jetson TK1 and OpenCV.

### Cyberpatriot Team 07-1719 and 08-1998, Team Captain and Linux Expert

Sep 2014 - Current

At the center of CyberPatriot is the National Youth Cyber Defense Competition.

- Led my rookie team to achieve Platinum (Top 30%) Status both years we have competed.
- Responsible for teaching basic Linux system hardening to beginners.
- Created scripts using Bash to automate some processes that are required in the competitions to allow more time for the harder vulnerabilities.
- System hardening included disabling insecure services, removing unsafe applications and securing user accounts.
- Solved forensics challenges which required a unique understanding of the Linux command line interface.

### SySTEMic Solutions VEX IQ Summer Camp, Lead Programming Instructor

Aug 2016 - Aug 2016

One week camp for elementary school students for building and programming a robot.

- Created interactive lessons on the basics of robot programming.
- Taught the students basic programming skills in RobotC.
- Maintained a classroom environment with 30 elementary school students.

### HackingEDU, Sponsorship Coordinator

Jul 2016 - Current

HackingEDU is a hackathon run by students, for students, with the intent of disrupting the classroom and the contemporary education system

- Helped raise more than \$2k in sponsorships from companies such as General Assembly, Thalmic Labs and Stormpath to host a Training Day for students.

## VOLUNTEERING

### North South Foundation, Math Instructor

Sep 2016 - Current

Responsible for teaching competition math concepts and strategies to a group of elementary school students

### Kiwix by Wikimedia CH, Web Developer

Oct 2016 - Current

Responsible for setting up and maintaining a web store for Kiwix. The revenues generated from the sales will help further Kiwix's mission of making knowledge more accessible for everyone.

## PROJECTS

### Freelancer on Fiverr

Feb 2015 - Current

Level 1 seller on Fiverr.

- Offer a variety of virus removal and web development services on Fiverr. Level 1 Sellers need to provide excellent customer satisfaction and fast project delivery times.

### Website Development

Apr 2015 - Current

Responsible for creating fast and responsive websites for multiple clients.

- Used multiple CMSs including Wordpress and eFront.
- Also integrated multiple technologies into the website including analytics tools and a discussion platform.
- For specific examples, please visit my portfolio website.

### CodeAyyy

CodeAyyy was a game created by my team at CodeDay DC Winter 2015.

- The game was set to mimic a hackathon environment with the main character trying to make it through without sleeping.
- The goal of the game was to get other students interested in coding and CodeDay.
- In order to make the game more accessible, it was published on a web server.