Ashwin Srinivasan

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Education

Carnegie Mellon University
BS in Computer Science
Minors: human-computer interaction, philosophy
May 2022, QPA: 3.64

Relevant coursework:
- 15-411 Compiler Design*
- 15-317 Constructive Logic*
- 05-391 Designing Human-Centered Software*
- 15-213 Introduction to Computer Systems
- 10-315 Introduction to Machine Learning
- 15-210 Parallel and Sequential Data Structures and Algorithms

Teaching:
- 15-150 (Spring 2020, Fall 2020)
- 15-122 (Fall 2019)

Taylor Allderdice High School
May 2018, GPA: 4.0

Skills

Languages:
Javascript   HTML   CSS   Python
Java   Bash   C   Ruby   OCaml

Technologies:
Git   Linux   Express   Django
React   Angular   Bootstrap
MongoDB   PostgreSQL   Redis
Jenkins

Volunteering

East Liberty Presbyterian Church
Tackling food insecurity in low-income regions of Pittsburgh

Allderdice High School
Math peer tutoring

Experience

Software Engineering Intern, Stripe   May 2020 – Aug 2020
Developed *Ruby* infrastructure to internationalize support articles and *Elasticsearch* engine. Helped automate localization workflow across Stripe.

Research Assistant, Diderot   Sep 2019 – Apr 2020
Worked on learning management system at CMU to make education social and interactive. Developed analytics component with *Python + Django*.

Software Engineering Intern, Broadcom   May 2019 – Aug 2019
Contributed to *Angular* frontend, *Kotlin + Spring* backend, and *Node.js* scalable server testing harness for the Mainframe Team Center as part of an agile team.

Teaching Assistant, Leap@CMU   Jun 2015 – Aug 2016
Taught local high schoolers computer science in 7-week summer program.

Research Intern, Carnegie Mellon University   Jun 2014 – Jun 2015
Designed and developed plugin to increase user awareness of online tracking.

Projects

CMULab: Secure check-in and scoring
Adopted *Node.js + MongoDB* web service for teachers to score class activities.
⭐ Adopted by 15-122 at CMU

Flow: Real-time water consumption tracker
Created *Node.js + Redis* backend to predict water usage with ML algorithm.
⭐ 2nd place for Riot Games sponsor prize at HackCMU 2018

Machine Learning Analysis of Judical Records
Used *SciKit-Learn* library of *Python* web scraper to collect 12 million case records. Decision tree to predict future outcomes with 81.4% test accuracy.

AwesomeBot
Built multi-purpose *Node.js* bot for managing over 10,000 online communities.

ImgCap: Automated image captioning
On-the-fly computer vision system for blind users. Written in *Java + OpenCV*.
⭐ 1st place, PA Junior Academy of Science | 2nd place, Pittsburgh Science Fair

Activities

Google Tech Challenge   Apr 2019
⭐ 1st place team overall, including timed coding challenges and logic puzzles

Plaid Umbrella Project   Sep 2018 – Sep 2019
Technical and software lead. Coordinated with electrical and mechanical teams to build umbrella dispenser network and *Node.js + MongoDB* backend system.

The Tartan   Sep 2018 – Present
Editor for SciTech section. Writing and editing articles, designing weekly paper.