

Ashwin Srinivasan

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Education

Carnegie Mellon University

BS in Computer Science

Minors: human-computer interaction,
philosophy

May 2022, QPA: 3.68

Relevant coursework:

- 15-411 Compiler Design
- 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, Spring 2021)
- 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 Judicial 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.