

HRISHIKESH (RISHI) SRIHARI

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Education

University of California, Irvine

Sep. 2023 - Jun. 2027

B.S Computer Science, 3.7 GPA

Irvine, CA

Relevant Coursework

Data Structures & Algorithmic Analysis, Boolean Logic, Statistics, Linear Algebra, Discrete Mathematics, Operating Systems

Experience

Co-Founder & Full Stack Software Engineer

Apr. 2024 – Present

Opennote Labs

Irvine, CA

- Created educational text-to-animation generation platform rendering narrated animations from handwritten/typed notes with 95% accuracy on complex STEM content, growing user base to over 300 users within 2 weeks of launch. Lead frontend and integration development and oversee business and venture capital operations
- Developed automated data pipeline in Docker handling natural language and files in Python, and implemented automated animation debugging system to reduce animation errors by over 70%
- Automated multithreaded audio-video stitching subprocesses at runtime, resulting in high-quality final renders at scale and reducing render time by 75%, and improving generation quality by 85%

Software Engineering Research Intern, Extravehicular Operations

Sept. 2023 – May 2024

NASA SUITS

Irvine, CA/Houston, TX

- Led the Local Mission Control Console subteam of six, continuously integrating 18 biomedical sensors, six camera feeds, and 3D area and navigation maps into a unified interface, reducing operator cognitive load by 40% and achieving zero data loss. Implemented core systems integration code, reducing end-to-end data latency by 27%
- Collaborated with active-duty Artemis astronauts to simulate and optimize extravehicular and spacewalk activity software systems in real-time; resulted in a 50% increase in system reliability under extreme space-like conditions.
- Successfully commandeered the Local Mission Control Console during on-site testing week at the NASA Rock Yard at Johnson Space Center in May 2024

Teaching Assistant, Boolean Logic and Discrete Structures

Mar. 2024 – Present

Donald Bren School of Information and Computer Sciences

Irvine, CA

- Build and deliver curriculum content for Boolean Logic and Discrete Structures to 400+ students, enhancing their understanding of key concepts
- Work closely with Teaching Assistants and the course professor on lecture and test problem preparation, ensuring alignment with course objectives and improving student engagement during lectures and office hours

Software Engineering Intern

Jul. 2021 – Aug. 2021

Colorado School of Mines

Remote

- Built an Android application to promote healthier social relationships by scheduling meetups, suggesting optimal event slots, and integrating daily plans, enhancing user engagement and social interaction
- Delivered end-of-term project presentation. Awarded best social welfare project award among 15 teams

Projects

Coauthor | Winner at SFHacks '24

Apr. 2024

- * Produced full-stack RAG-based research collaboration platform on Mistral AI and Google Cloud Platform handling 500+ workspaces within 40 hours
- * Spearheaded frontend development using TypeScript and TailwindCSS, while facilitating seamless integration with AI-powered backend services using Selenium and Gemini cloud functions
- * Created authenticated data management schema with numerous integrated generative AI models to push workspace data to the cloud, reducing search times for academic sources by over 60%

ZotConnect | Winner at IrvineHacks '24

Jan. 2024

- * Built a networking and communication platform to elevate academic connections between thousands of professors & students, streamlining the academic research process
- * Developed resumé/CV optimization agents and AI-powered job matching with Google Cloud Vertex API and trained model to iteratively learn in-use

Technical Skills

Languages: Python, Java, C/C++, HTML/CSS, JavaScript, TypeScript, SQL, NoSQL, MATLAB, Go, Rust

Technologies: LLMs, RAG, Docker, AWS, Azure, Django, Flask, FastAPI, React, Next.js, React Native