Nishok Yadav

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EDUCATION

University of Nevada, Reno
Honors Student, Presidential Scholar, Dean's List Fall 2011 and Fall 2013
Bachelor's of Computer Science and Engineering, minor in Mathematics
Graduation: Spring 2014

COURSEWORK

Introduction to AI - Analysis of Algorithms
Software Engineering - Game Development Pipeline
Operating Systems - Computer Graphics
Programming Languages - Data Structures
Linear Algebra - Computer Engineering

PROGRAMMING LANGUAGES/SKILLS

Proficient in: C++, Linux, Git
Familiar with: Python, HTML/CSS, C#, MATLAB, Unit Testing
Exposed to: Scheme, Lisp, Java, JavaScript, GML

EMPLOYMENT

Software Engineering Intern, Bally Technologies, Reno, NV **Oct 2013-Present**

- Discovered bugs in games for the Game Development team by play testing
- Tested game reliability for the Operating System development team through altering game configurations

Student Intern, Evolutionary Computing Systems Laboratory, Reno, NV **Nov 2011-May 2012**

- Integrated Microsoft Kinect controls into an Parrot AR Drone API for use with a PC
- Debugged the Kinect controls to make sure that one body position does not overlap with another
- Cooperated with a partner to ensure completion
- A video of my work done here can be seen at: http://alturl.com/pnuyb

EXTRACURRICULAR ACTIVITIES

Event Administrator, Nevada eSports, University of Nevada, Reno **Sept 2012-Present**

- Administrated LAN tournaments for the game League of Legends that are held twice a semester
- Assisted in finding new sponsorship for the club and prizes for the tournaments

Family Head, Circle K International, University of Nevada, Reno **Sept 2012-May 2013**

- Motivated the members of my "family" to become more involved in the events held by Circle K
- Encouraged the formation of friendships between the "family" members as well as the rest of the club

PROJECTS

Introduction to AI

- Implemented and visualized the path planning algorithms A* and its variant, Θ*, and visibility graph search in C++
- Implemented and visualized a particle based filter in Python, using wxWidgets for the display.

Data Structures

- Programmed computer vision functionality to detect the number, size, and orientation of objects in an image
- Programmed and debugged image modification techniques including: scaling, rotating, reflecting, cropping, translating, and combining two images by adding/subtracting them

Principles of Operating Systems

- Programmed matrix multiplication using threads
- Programmed a family tree visualizer using process spawning and termination
- Implemented a producer-consumer environment where each required the use of a semaphore to become active

Computer Communication Networks

- Developed a cloud-based social network and messaging system

Game Development

- Developed an entire game and game engine using Python and the Python-Ogre rendering system