Kishan Rajasekhar

32709 Arroyo Drive, Irvine, CA 92617 (408) 202-4038

<u>krajasek@uci.edu</u> http://kishanrajasekhar.github.io/MyWebPage2/

Education

University of California Irvine, Computer Science

Junior Year

Academics: 3.737 GPADean's Honors List

Courses: Analysis of Algorithms, Data Management, Data Structures, Programming with Software Libraries, Discrete Mathematics, Boolean Algebra, Linear Algebra

Experience

Software Development Intern (June - August 2016)

Southern California Earthquake Center (SCEC) (Los Angeles, CA)

- Developed on SCEC-VDO (Virtual Display of Objects) platform based on Visualization Toolkit (VTK), an open source software system for 3D computer graphics, image processing and visualization
- Used Java library classes from OpenSHA (Seismic Hazard Analysis), an open source framework, to store shake map data of different parameters to allow users to display more data points
- Added function which imports data files from the United States Geological Survey with earthquake event id and regional input data
- Developed control panel GUI for shake map plug-in using Java swing toolkit

Tutor (January – March 2016)

Donald Bren School of Information and Computer Sciences (Irvine, CA)

- Demonstrated data types and functions on the Python interpreter, making it easier for new programmers to understand concepts
- Mentored students on code development and debugging
- Wrote tutorials to help students understand basic concepts such as object oriented programming
- Tutored a lab section of 40 students for 6 hours a week

Computer Skills

Languages: Python, C++, Java

Web Development: HTML, CSS, JavaScript, JQuery

Version Control: Git, Github

Academic Projects

What I Learned (April 2016)

- A journaling website created by a team of 3 which allows users to reflect upon their day
- Responsible for programming in JavaScript to store and access data using local storage
- Coded in JQuery to update the table of entries each time a new entry is submitted

2D Space Shooter (June 2015)

- Developed 2D shooting game using model-view-controller design in Python
- Created the game by reusing and adapting code from a school project

Leadership/Activities

Varsity Team Captain (August – October 2013)

Evergreen Valley High School Cross Country (San Jose, CA)

- Led team warm ups for 35 athletes, which helped prevent injuries during workouts
- Strategized with the coach to choose varsity runners, resulting in record of 5-2
- Boosted team morale by providing a welcoming environment for new athletes