

## KISHAN EMENS

(415)-688-9439 | [kishanemens@gmail.com](mailto:kishanemens@gmail.com) | [Github](#) | [LinkedIn](#) | [Website](#)

---

### OBJECTIVE

A software engineering opportunity with a growing company. My goal is to leverage my existing technical knowledge and learn new technologies from my peers. My strongest language is Python which is the first choice for my [projects](#).

### EDUCATION & CERTIFICATIONS

Sophomore at Foothill College, Los Altos, CA

Current

- CS major working with Python, Javascript and C++
- Co-manage Computer Science Club and host hackathons

Unity3D Certification

Fall 2016

---

## SKILLS & ABILITIES

### Hard Skills

- Python 3, numpy, Flask
- Javascript ES6, node.js, express
- Git / Github

### Soft Skills

- Excellent communicator of technical concepts
- Strong team leader
- Open Source Contributor

## JOB EXPERIENCE

### Full Stack Intern for [Gliffy](#)

May - September 2017

Worked on [Gliffy Project](#), a tool for visualizing software development sprints

- Worked alongside team of senior engineers to bring app from prototype to beta
- Was offered a full time permanent position immediately following internship

**Technologies:** Ember.js, Node.js, Express

### Unity3D / C# Instructor for [Upload EDU](#)

January - March 2018

Taught a 10 week intensive course in Unity3D and C# VR app development

- Instructed mixed experience students how to program in C# and assisted students in building a production-ready final project

**Technologies:** Unity3D, C#, SteamVR, OculusVR

---

## PROJECTS AND ACHIEVEMENTS

### [Garbougie](#) - DevWeek Hackathon Challenge Winner

February 2018

An end to end on-demand trash collection solution.

- Features a mobile user frontend to collect GPS location and a trucker mobile frontend to display the current waypoints
- Worked on a backend api that collects node data and compiles the most efficient route

**Technologies:** [TomTom APIs](#), Node.js, express

### [Oolong](#) - Music Data Analyzer / Visualizer

Fall 2017 - current

An experiment in music analysis to create density models of the types of frequencies played in various electronic genres.

- Three stage analysis process for analyzing, training, and classifying songs

**Technologies:** Python, numpy, Librosa, Scikit learn

### [Bubble Labs](#) - Virtual Reality Experience

November 2016 | [Reviews](#) | [Press](#)

Bubble Labs is a physics interaction sandbox to explore liquid physics in a zero gravity environment.

- Over \$3000 in gross sales on Steam

**Technologies:** Unity3D, C#, SteamVR, Nvidia Flex

### [Foothill API](#) - Schedule Planner

February 2018

A webscraper for my school's course listings and an API to serve the data publically for other developers to use.

- Serves data to a schedule generator web app

**Technologies:** Python, BeautifulSoup, [Quart](#) (Async Flask)