Kishan Emens

(415)-688-9439 | kishanemens@gmail.com | Github | LinkedIn | Website

Objective

A software engineering opportunity with a growing startup. 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++ (3.1 GPA)
- Helps manage CS Club and hosts hackathons

Unity3D Certification — Fall 2016

Skills & Abilities

Hard Skills

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

Soft Skills

- Strong communicator
- Comfortable in a team environment
- 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 - Frequency Density Analysis

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 - Steam Release (C# and Unity3D)

November 2016 | Reviews | Press

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

Technologies: Unity3D, C#, SteamVR, Nvidia Flex

Foothill API - Publicly listed course data

February 2018

Wrote a webscraper for my school's course listings and an API to serve the data publically for other students to use.

Technologies: Python, BeautifulSoup, Quart (Async Flask)