Mayank Mishra

mishram@seas.upenn.edu | (720) 469 – 0872 | Boulder, CO

EDUCATION

University of Pennsylvania Philadelphia, PA
B.S.E in Computer Science with a minor in Engineering Entrepreneurship Expected May 2021

Peak to Peak Charter School Lafayette, CO
Graduated Summa Cum Laude May 2017

SKILLS

Programming Languages: Go, Java, OCaml, Javascript, jQuery, C, C++, Python, PHP, HTML, CSS, SQL, C#, R, Bash, Node.Js

Software Tools: AutoCAD, Android Studio, Codio, Atom, Eclipse, R-Studio, Unity3D, Arduino, WordPress, MATLAB, SQL, Git, Notepad++, PowerShell, cmd, Game Maker Studio, MS Office

High Technical Proficiency: Data Parsing and Inference, Server Development, Web Development, Android Software Development, Game Development, Arduino, Statistical Modeling

General: Exceptional written and verbal interpersonal communication skills, Effective team player and leader, Mastery in three languages: English, Spanish, Hindi

EXPERIENCE

Janika Systems Denver, CO
Junior Software Developer 2018

- Developed server system in GO on AWS that can handle over a million records in 2 seconds; increased product speed by over 200 percent
- Wrote data-management programs in R and GO that increased database capacity by 40 percent
- Developed reactive and adaptive digital front-end in React and Jekyll
- Held business strategy meetings with company founder and worked directly with company CTO.

GRASP Lab, University of Pennsylvania Philadelphia, PA
Upennalizers Research Assistant 2017-Present

Working to develop a fully autonomous team of robot soccer players that compete in international bi-annual autonomous soccer competitions. Specifically wrote code for the visual input and processing team as well as behavioral processing team.

Peerlift Philadelphia, PA
Director of Technology and Board Member 2017
Singlehandedly built the website, algorithms, front-end and back-end for Peerlift.org, a nonprofit focused on connecting lower-income students with college opportunities.

Open University of West Africa Boulder, CO
Android Application Developer 2015-2016

Singlehandedly programmed Android-based app for the Open University of West Africa that enables students without internet access to online courses using 2G connectivity. Launched in Ghana

- Worked with a team of over 15 people (both technical and non-technical) to meet design specifications
- Distributed to over 300 people for beta testing. Estimated market is greater than 100,000 people.
- Accepted to and presented research at technical conference with over 500 attendees.

Incendium.io Boulder, CO
Founder and Software Developer 2017

Founded a software company that provides smart calendar scheduling using data from google calendar. Programmed both front-end and back-end. Met with Google representatives to discuss potentially selling Incendium.io.

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DreamQuest Games Boulder, CO
Software Developer 2015

Developed video games using Unity 3D, JavaScript and C#

University of Colorado Museum Boulder, CO
Web Developer 2014

Developed summer camp website for online registration using PHP, HTML, CSS and JavaScript.

AWARDS AND HONORS

United States Presidential Scholar: White House, Washington, D.C. Summer 2017
Coca-Cola Scholar: Coca-Cola Headquarters, Atlanta, GA. Spring 2017
American Legion Boy's Nation Senator: White House, Washington, D.C. Summer 2016
Yale Science & Engr. Association Inc. Award: University of Colorado Science Fair, Boulder, CO. Spring 2016
Office of Naval Research Award: University of Colorado Science Fair, Boulder, CO. Spring 2016
National Merit Scholar: Boulder, CO. Spring 2017
National Speech and Debate Association National Qualifier: Birmingham, AL. Summer 2017

SIDE PROJECTS

Arduino-Controlled Smart Garden: Developed a garden at Peak to Peak charter school that was completely watered using an intelligent watering system that watered each plant the exact amount it needed, thereby saving water. Also wrote grants and lead team to build the physical gardens.
Twitter-based Presidential Explicitness Estimate: Created a bot using Tweepy-API that collected data on the amount of curse words used about a presidential candidate on twitter. Used the data to create a statistical model to estimate the likelihood of a curse word in a tweet given a presidential candidate.
First-Player Shooter: Developed a first-player shooter with intelligent enemies using Unity 3D and Leap motion sensors. The player could control the game using physical movements that the sensors translated into actions on the screen. Currently in the process of designing more useful 3D-models and refining AR effectiveness.