ROHAN MENON

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OBJECTIVE

Junior studying Computer Science (Honors) at Purdue University. I am passionate about problem-solving and learning and applying new concepts. I am interested in interning as a Software Engineer for the Summer of 2025.

EDUCATION

Bachelor of Science, Computer Science Honors, Purdue University - West Lafayette   2022 - 2026 (Expected)
Minor in Mathematics, Certificate in Entrepreneurship and Innovation
GPA : 3.84
Completed Coursework: Analysis and Theory of Algorithms, Data Structures and Algorithms, Systems Programming, Software Engineering, Object Oriented Programming, Computer Architecture, C Programming, Probability Theory, Intro to Statistics, Linear Algebra, Python Programming, Competitive Programming 1 and 2, Discrete Math
Expected Coursework (Fall 2024): Operating Systems, Intro to Artificial Intelligence, Data Mining and Machine Learning, Real Analysis

SKILLS

Technical Skills	C, C++, Java, Python, JavaScript, $x86 - 64$ Architecture, ReactJS, NodeJS, SQL, UNIX, R
Soft Skills	Teamwork, Communication, Leadership

EXPERIENCE

- Undergraduate Teaching Assistant - Data Structures and Algorithms (CS251)   (Fall 2024)

- Techpoint XPLORE (June - Aug 2023)   (Indiana/Remote)
  A tech exploratory program where students are paired with mentors in the Indiana tech industry to better understand software engineering practices through technical assignments
  Skills: Java, Python, Pandas, NumPy, Tableau

PROJECTS

BoilerAlgos An E-Learning website for data structures and algorithms that includes an interactive whiteboard where users can create custom data structures and visualize algorithms being run on them. Built using ReactJS, Django and AWS.

Stock Trading Multiplayer Game A project using ReactJS, NodeJS and Google Firebase to create a multiplayer game in which users compete with each other to make as much money as possible in a short period of time by buying and selling stocks.

Shell Interpreter A shell interpreter with functionality similar to the bourne shell (sh) made using Lex, Yacc, and C++

Pong A single-player game of Pong in C made using Simple DirectMedia Layer (SDL). Developed my own algorithm to make an automated paddle move that the user can play against.

ACHIEVEMENTS

- 99.475th percentile in JEE Mains 2022 (Engineering Entrance Exam in India taken by 0.8 million students)

- Deans List and Semester Honors Fall 2022, Spring 2023, Fall 2023, Spring 2024

CAMPUS INVOLVEMENT

- Clubs and Societies:
  Purdue Hackers, Competitive Programmers Union, Google Developers Student Club

- Selected for and completed the Leadership Experience at Purdue (LEAP) Program (Fall 2022)