NAVEENAN R. YOGESWARAN

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Education

Rutgers University, New Brunswick

September 2018 – May 2022

- Major: Bachelor of Science, Computer Science | Minor: Mathematics
- Cumulative and Major GPA: 4.0
- Organizations: Organizer for HackRU, Peer Tutor for Introduction to Computer Science and Data Structures
- Relevant Coursework: Data Structures, Principles of Information and Data Management, Systems Programming, Computer Architecture, Discrete Structures 1&2, Theory of Probability, Linear Optimization

Skills

Programming Languages: Java, Python, C, SQL, JavaScript, HTML, CSS

Tools: Git, Visual Studio Code, Eclipse, Emacs, GDB, MySQL Workbench, Postman, SSH, Unix Environment

Technologies: React, Node.js, Express.js, REST APIs, Relational Database Design, AWS (EC2 and RDS), MySQL, Java Server Pages (JSP), JDBC, Selenium, Networking, Multi-threading

Work Experience

Research Assistant at Rutgers University CBIM, New Brunswick

May 2020 - Present

- Utilized Python to create script to parse through CSV files in order to read and store the data found
- Employed JSON libraries to parse though JSON files and update 3000+ entries with data found in CSV files

Projects

Workout Generator July 2020 - Present

- Website that generates a workout given what muscles need to be worked and what equipment is available
- Implemented front-end using React with components made by myself and components from Material-UI
- Implemented back-end and REST API using Node.js, Express.js, AWS and MySQL; allowing workouts to be generated
- Technologies: JavaScript, HTML, CSS, React, Node.js, Express.js, REST API, AWS RDS

RU-Single February 2020

- Bot that uses random forest models to automatically swipe left or right depending on user's preferences
- Created bot, using Selenium, to automatically log on to Tinder and begin swiping left or right until stopped
- Integrated the random forest model into the bot so the bot can predict your preferences
- Technologies: Python, OpenCV, Selenium, PIL, NumPy

Battle Ships August 2018

- Recreation of popular board game of the same name
- Utilized an Object-Oriented Design to create the main functionalities of the program
- Utilized Swing to create a GUI which gives user a good representation of their "board"
- Implemented a save feature which will save your progress after exiting
- Technologies: Java, Swing, OOP, Eclipse

Git Recreation April 2020

- Created a version control system that allows multiple clients to access multiple projects in a repository
- Implemented TCP/IP networking feature that allows clients to access a server from different machines
- Implemented multi-threading feature that allows server to handle multiple client requests
- Integrated multiple features common in VCS such as update/upgrade, commit/push, rollback, etc.
- Technologies: C, TCP/IP, Networking, Multi-threading, OpenSSL, Socket Programming

Awards and Acknowledgements

- Member of the Rutgers University School of Arts and Sciences Honors Program
- School of Arts and Sciences Excellence Award

Truveris Best HealthCare Related Hack (HackTCNJ 2018 for Drinkapedia)

February 2018

March 2020

• Best Use of Twilio (HackNJIT 2019 for RU-Home)

November 2019