Nishok Yadav

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EDUCATION

University of Nevada, Reno
B.S. in Computer Science and Engineering, Cum Laude, May 2014
Minor in Mathematics
Honors Thesis "Roslyn: A Tour Guide Robot"
Presidential Scholarship Recipient

COURSEWORK

Introduction to AI - Analysis of Algorithms
Software Engineering - Game Development Pipeline
Operating Systems - Computer Graphics
Programming Languages - Data Structures
Linear Algebra - Computer Engineering

PROGRAMMING LANGUAGES/SKILLS

Proficient in: C++, Linux, Git
Familiar with: HTML/CSS, JavaScript, Python, Unit Testing
Exposed to: Scheme, Lisp, Java, C#, MATLAB, GML

EMPLOYMENT

Game Development Intern, Bally Technologies Inc., Reno, NV **Oct 2013-Present**

- Developed a slot machine game that will be shipped across the country
- Tested game reliability for the Operating System development team through altering game configurations

Student Intern, Evolutionary Computing Systems Laboratory, Reno, NV **Nov 2011-May 2012**

- Integrated Microsoft Kinect controls into an Parrot AR Drone API for use with a PC
- Debugged the Kinect controls to ensure unique body position commands
- A video of this work can be seen at: http://goo.gl/SNTncc

EXTRACURRICULAR ACTIVITIES

Event Administrator, Nevada eSports, University of Nevada, Reno **Sept 2012-May 2014**

- Administrated LAN tournaments for the game League of Legends that are held twice a semester
- Assisted in finding new sponsorship for the club and prizes for the tournaments

PROJECTS

Senior Project/Honors Thesis "Roslyn: A Tour Guide Robot"

- Developed and implemented a clean GUI design that allows a user to operate the tour guide robot we developed

Introduction to Artificial Intelligence

- Implemented and visualized the path planning algorithms A* and its variant, Θ*, and visibility graph search in C++
- Implemented and visualized a particle based filter in Python, using wxWidgets for the display.

Game Development

- Programmed an entire video game engine using Python and the Python-Ogre rendering system
- Created arcade style games based on quality game design principles

Data Structures

- Programmed computer vision functionality to detect the number, size, and orientation of objects in an image
- Programmed and debugged image modification techniques including: scaling, rotating, reflecting, cropping, translating, and combining two images by adding/subtracting them

Principles of Operating Systems

- Programmed matrix multiplication using threads
- Programmed a family tree visualizer using process spawning and termination

Computer Communication Networks

- Developed a cloud-based social network and messaging system