

# Nishok Yadav

1155 North Sierra St. Apt 1, Reno, NV 89503

Tel: 702-526-5720 Email: [nishokyadav@gmail.com](mailto:nishokyadav@gmail.com)

Website: [nishokyadav.github.io](http://nishokyadav.github.io)

## EDUCATION

University of Nevada, Reno  
Honors Program and Presidential Scholar recipient  
Bachelor's of Computer Science and Engineering, minor in Mathematics  
Graduation: Spring 2014

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

## EMPLOYMENT

**Software Engineering Intern, Bally Technologies, Reno, NV**

**Oct 2013-Present**

- Discovered bugs in games for the Game Development team by play testing
- 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 make sure that one body position does not overlap with another
- Cooperated with a partner to ensure completion
- A video of my work done here can be seen at: <http://alturl.com/pnuyb>

## EXTRACURRICULAR ACTIVITIES

**Event Administrator, Nevada eSports, University of Nevada, Reno**

**Sept 2012-Present**

- 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

**Family Head, Circle K International, University of Nevada, Reno**

**Sept 2012-May 2013**

- Motivated the members of my "family" to become more involved in the events held by Circle K
- Encouraged the formation of friendships between the "family" members as well as the rest of the club

## PROJECTS

**Introduction to AI**

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

**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
- Implemented a producer-consumer environment where each required the use of a semaphore to become active

**Computer Communication Networks**

- Developed a cloud-based social network and messaging system

**Game Development**

- Developed an entire game and game engine using Python and the Python-Ogre rendering system