

Rohit Dham

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EDUCATION

University of Minnesota, Twin Cities | Bachelor of Science in Computer Science, Minor in Management

Expected May 2026 | G.P.A: 3.45

- **Relevant Coursework:** Computative Linear Algebra, Data Structures and Algorithms, Machine Architecture, Program Design & Development, Software Engineering, Operating Systems, Machine Learning Fundamentals

PROJECTS EXPERIENCE

[SmartShopper](#) | *React, Bootstrap, Python, Flask, Sci-Kit Learn, PyTorch, SQL*

July 2024 - August 2024

- Developed an E-commerce website template utilizing full-stack technologies, including RESTful APIs and CRUD operations, integrated with Machine Learning and Deep Learning techniques
- Created a Neural Network-powered customer support chatbot and a search algorithm capable of understanding product synonyms in the catalog. Both neural networks were rigorously trained over 100 epochs, achieving a loss of less than 0.1

[CineMood](#) | *HTML, CSS, Javascript, Python, Flask, Sci-Kit Learn*

May 2024 - June 2024

- Developed a Machine Learning-powered Full-Stack application that recommends movies based on the user's current location, weather, and time of day, while displaying real-time weather updates
- Implemented a Multi-Label Random Forest Classifier, achieving a high F1 score of 0.9833 and a low loss of 0.0104
- [Deployed to the web using Docker and Render](#)

[Minesweeper](#) | *HTML, CSS, JavaScript*

December 2023 - January 2024

- Used Data Structures like 2D arrays and stacks to recreate Minesweeper in Javascript
- Created a function that utilizes a Last In, First Out (LIFO) stack to handle the game logic for revealing cells and managing the propagation of empty cells when a blank space is clicked
- Applied frontend functionality that tracks the game state, including win/lose conditions and a timer

[Pong](#) | *Java*

January 2024-January 2024

- Utilized Java and Object-Oriented Programming principles to replicate Pong, designing game objects, logic, and collision detection
- Developed a GUI with Java Swing, incorporating real-time user input, score tracking, and game state management

[Esoteric-Language Interpreter](#) | *C*

April 2024-May 2024

- Built an interpreter in C for an esoteric language with 8 commands, using an array to simulate memory and employing tokenization with switch statements to handle each command.

EXPERIENCE

Outlier

AI Trainer / AI Evaluator

July 2024 - Present

- Reviewed and crafted prompts for AI chatbots and large language models (LLMs), enhancing their performance and accuracy through iterative feedback and analysis
- Trained AI chatbots to debug and generate code in Python, Java, C, C++, and JavaScript, optimizing their problem-solving capabilities for technical tasks

Brooks Brothers

Sales Associate

April 2023 - August 2024

- Managed clothing stock, including tracking inventory levels and replenishing items as needed
- Updated and maintained a database for profits and stock, ensuring accurate financial records and inventory management.

SKILLS

Languages: Python, Java, JavaScript, TypeScript, C, C++, SQL, MongoDB, HTML, CSS, JSON, x86 Assembly

Frameworks/Libraries: PyTorch, Sci-Kit Learn, NumPy, Pandas, Matplotlib, Seaborn, Flask, React, Node, Gradle, CMake

Additional Skills: Git/Github, Docker, Kubernetes, AWS, RESTful APIs, CRUD storage, Machine Learning/Deep Learning