

Rohit Dham

(612) 258-9017 • Minneapolis, MN • dham0011@umn.edu • [Rohit Dham | LinkedIn](#) • US Citizen • tech-rdham.pro

EDUCATION

University of Minnesota, Twin Cities | Bachelor of Science in Computer Science Expected May 2026 | G.P.A: 3.45

- **Relevant Coursework:** Computative Linear Algebra, Data Structures and Algorithms, Machine Architecture, Program Design & Development

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

- Utilized the C language to build an interpreter for an esoteric language that consists of 8 commands
- Utilized an array to replicate the language's memory and utilized tokenization and switch statements to account for every command in the language

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
- Collaborated with cross-functional teams to evaluate AI responses, leading to significant improvements in chatbot functionality and user engagement metrics

Brooks Brothers

April 2023 - August 2024

Sales Associate

- 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

Frameworks/Libraries: PyTorch, Sci-Kit Learn, NumPy, Pandas, Matplotlib, Seaborn, Flask, SQLite3, React, Bootstrap

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