# Renoj Varghese

360 Grassy Hill Road, Orange, CT 06477

(203) 584-1217 | renoj.varghese@uconn.edu | renojvarghese.github.io


## Education

**University of Connecticut**, Storrs, CT
**G.P.A**.: 3.91/4.00
Bachelor of Science in Engineering, Computer and Science and Engineering, May 2019
Bachelors of Arts, Digital Media and Design, concentrating in Web/Interactive Media Design, May 2019
Honors Program, Rowe Scholar. STEM Scholar

**Amity Regional High School**, Woodbridge, CT
High School Diploma, June 2015
**GPA:** 3.91/4.00
Honors and Awards: Honor Roll (2009 - 2015), Charles N. McClure Award for Volunteer Service, Milford Hospital Auxiliary Award for Service, Principal's Award for Excellence, Computer Science Award, Physics Award

**Technology Skills:**

- Coding: HTML, CSS, SASS, Bootstrap, Skeleton, JavaScript, AngularJS, NodeJS, SVGs, C#, Java, Python, Scheme
- Microsoft Office: Word, PowerPoint, Excel, Outlook
- Programs: Git, Adobe Photoshop, Adobe Illustrator, Unity 3D, GIMP, Sublime Text, IntelliJ,

## Engineering Experiences

**Cigna Technology Early Career Development Program (TECDP),** Intern, January 2016 – Present

- 1st Place Case Study Competition - For coming up with a business solution and presentation in less than10 hours
- 2nd Place Intern Competition - Summer Long Project between nine intern teams to develop an app to pick a Primary Care Physician. Team integrated gamification and social media to make the selection process easier.
- Designed mockups in Photoshop, implemented prototypes in HTML,CSS, and JavaScript, and created wireframes in WireFrame.cc to showcase gamification idea to Cigna IT leaders
- Implemented a web portal as a support tool for Cigna's Health Risk Assessment Application using HTML, CSS, and AngularJS so that customer support workers can easily look up health information
- Communicated with backend server written in MongoDB and Springboot to perform a query and display results
- Contributed to backend API for Cigna mobile apps using NodeJS to simplify code currently in place

**UConn Bioinformatics Facility**, Intern, September 2015 – September, 2016

- Completed indexes on organisms' genomes so that other researchers can use databases to compare experimental sequences to known genomes
- Updated website with paths to indexes on UConn's Bioinformatics and Biotechnology Center's (BBC's) server so that researchers could request access to databases
- Pangenomes project for Bacterial RNA to create a new BLAST database as another resource.
- Created scripts in Python and Bash to download files via FTP and perform analysis on data.

## Relevant Courses

**Advanced Web Design**, Fall 2016

- Designed and coded websites in HTML, CSS and JavaScript to practice web skills
- Practiced techniques for mobile first design, CSS frameworks, CSS Preprocessors, and SVGs
- Created own art assets using Adobe PhotoShop and Adobe Illustrator

**Introduction to Game Scripting,** Fall 2016

- Produced games utilizing Unity game engine to gain better understanding of how to make video games
- Created games modeled after Simon Says, Myst, Breakout, and 1942

**Independent Study: User Interface Design,** Spring 2017

- Compose wireframes, style guides, and mockups in Adobe PhotoShop and Illustrator to practice designing website, game UI, and user experiences.

**Independent Study: Introduction to Virtual Reality**, Spring 2017

- Design and implement virtual reality projects utilizing Unity to create immersive games and experiences