

RICKY RAJANI

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EDUCATION

University of Pennsylvania expected May 2018
School of Engineering and Applied Sciences
Bachelor of Science in Engineering, Digital Media Design
Cumulative GPA 3.4/4.0

Relevant Coursework: Data Structures and Algorithms, Introduction to Computer Graphics Techniques, Software Engineering, Programming Languages and Techniques I, Discrete Mathematics, Applications of Scientific Computation, 3D Modeling

EXPERIENCE

- Tumblr, New York, NY, Core Web Intern** June 2016 – Present
- Maintain coding standards and internal tools
 - Implemented a documentation framework with custom styles using JSDoc3 and Docker
 - Setting up Data Lasso, a 3D data visualization tool, to work on Oculus using WebVR
- The Wharton School – University of Pennsylvania, Teaching Assistant** January 2015 – Present
- Gamification for Business (LGST 240)**
- Assist in class simulations that demonstrate effective game design techniques
- GenHERation, Female Empowerment Network, Philadelphia, PA, Intern** October 2014 – Present
- Highlight human interest pieces that feature inspirational stories of girls and women from across the country
 - Wrote weekly articles for the Tech Talk column on emerging trends in technology
- Trove News (Washington Post Social Reader), Washington D.C., Front End Developer Intern** May – August 2015
- Used Pyramid Web Framework and Backbone.js to build out user interface of single page news discovery web application
 - Implemented the Karma testing framework using Jasmine and Sinon for Javascript unit testing
 - Worked with the Product and Backend teams to create a prototype for a newsletter feature
- First Bytes Computer Science Camp at the University of Texas at Austin, Assistant** June – July 2014
- Guided company representatives in holding over 15 workshops exposing 75 campers to technology and programming
 - Assisted in teaching C++ to campers

LEADERSHIP AND COMMUNITY OUTREACH

- Daily Pennsylvanian Innovation Lab, Internal Consulting** since 2016
- Receive a portion of the \$100,000 budget and institutional support to develop and execute innovation projects to bring the newspaper closer to its readers and generate new revenue streams
 - Streamline and optimize the newspaper's internal organization while gaining experience in management consulting
- Women in Computer Science, Mentoring Committee** since 2016
- Class Board 2018, Engineering Class Chair & Webmaster** since 2014
- Build and maintain the official Penn 18 website to keep the class updated on future events
 - Successfully hosted 5000-person post-football game concerts, study breaks, and community service events

PROJECTS

- Mini Minecraft 2016 – C++, OpenGL, GLSL**
- Class project implementing many computer graphics principles: procedural graphics (Perlin noise function and L-systems), raymarching, octree acceleration, animation, texture mapping
- PennChats PennApps Hackathon 2016 – HTML, CSS, Javascript, Bootstrap**
- Designed and implemented an exclusive, online chatting service for Penn students to interact with classmates during class
- Our Frontier World 2016 – Java, XML, Android Studio**
- Worked with a group to implement an African Crowdfunding Android application
- Map the Change (Second Place Award) Hack the Change Hackathon 2014 – HTML, CSS, Bootstrap**
- Developed a web application to assist Peace Corps volunteers in keeping track of their contributions to OpenStreetMap

TECHNICAL SKILLS

- **Proficient:** Java, C++, OpenGL, Javascript, HTML, CSS/Sass, and Adobe Photoshop
- **Familiar:** C, Python, Android Studio, XML, Bootstrap, MATLAB, Autodesk Maya and Adobe Illustrator