

# RICKY RAJANI

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## EDUCATION

**University of Pennsylvania** expected May 2018

*School of Engineering and Applied Sciences*

Bachelor of Science in Engineering, Computer Science/Digital Media Design

**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 – August 2016

- Maintain coding standards and internal tools
- Implemented a documentation framework with custom styles using JSDoc3 and Docker
- Set up Data Lasso, a 3D data visualization tool, to work on Oculus using WebVR

**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

**The Wharton School – University of Pennsylvania, Teaching Assistant**

January – May 2016

**Gamification for Business (LGST 240)**

- Assist in class simulations that demonstrate effective game design techniques

**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