

RISHAV BHAGAT

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I am a senior student in high school seeking an internship position where I can utilize and enrich my computer science knowledge and work with new cutting-edge technology.

EDUCATION

SOUTH BRUNSWICK HIGH SCHOOL

GRADUATE YEAR: 2020

GPA: 4.34 (Weighted); 3.93 (Unweighted)

AWARDS AND ACHIEVEMENTS:

National AP Scholar

Scored 5 on eight Math, Physics, or Computer Science AP Exams

800 on both Mathematics Level II and Physics Subject SATs

ADVANCE COURSES TAKEN: Artificial Intelligence, Computational Physics, Data Structures and Game Design, Mobile Application Development, AP Computer Science, Analysis, Differential Equations and Complex Analysis, Multivariable Calculus and Linear Algebra, Modern Physics, & AP Physics C

PROJECTS

SERVER DATA ANALYSIS

<https://github.com/rishavb123/ServerData> | <https://data.bhagat.io>

Developed a web application in the React Framework to visualize JSON server data in the form of a table, graph, and simulation and analyze the data using a machine learning algorithm called K Nearest Neighbors in a Python server. The application connects to firebase real-time database to store different versions of the data under the user's google account.

NEURAL NETWORK LIBRARY

<https://github.com/rishavb123/NeuralNetwork> | <https://neuralnetwork.bhagat.io>

A neural network library developed using the linear algebra and calculus. Implemented this library to create an API that connects to an app that makes predictions on student attendance data in the Computer Science Club. Implemented this library in a java server to recognize handwritten digits sent for an android client app.

VIKING TUTORS

<https://github.com/rishavb123/VikingTutors> | <https://vikingtutors.org>

A platform for South Brunswick students to view personalized learning material such as videos and presentations. Created with firebase cloud firestore and the YouTube data API for data and video storage. Designed functionality for teachers to have the ability to directly upload content, while students must request to upload through a form hosted on our site.

3D MAZE PROGRAM

<https://github.com/rishavb123/3DMazeGame>

A program that reads in a maze design from a text file and then displays the maze in a 2D and 3D form. The user has the ability to control their character using the arrow keys or through a website served by a Java HTTP server built using TCP sockets that can be accessed on any device. Implemented an ai agent using a reinforced learning algorithm called value iteration that can find the most efficient path through the maze even through traps and portals.

LEADERSHIP & ACTIVITIES

COMPUTER SCIENCE CLUB OFFICER (September 2016 – Current)

Instruct students on how to code HTML, CSS, and JavaScript and manage the backend applications of the club.

HACKSB ORGANIZER (April 2016 – Current)

Conduct a hackathon through Computer Science Club at South Brunswick.

NETELIXER INTERSHIP (June 2019 – August 2019)

Developed an AI Game to exhibit capabilities of AI tools (<http://aigame.bhagat.io>), and received training in Statistics and Forecasting, SEO Strategy and Content Development, Modern Paid Search Strategy, and Social Media Marketing.

MARTIAL ARTS LEADERSHIP TEAM (2009 – Current)

Second-degree black belt and a part of the leadership team where we teach the curriculum. In the process of becoming a part-time instructor.

MARCHING BAND (2017 – 2019)

Play the baritone in the South Brunswick Viking Marching Band

SKILLS

LANGUAGES: JavaScript, NodeJS, Python, Java, C++, C#, Swift, HTML, CSS

FRAMEWORKS: React, React Native, Angular

DATABASE: Firebase Realtime Database & Cloud Firestore, SQL Lite

TOOLS: Android Studio, Eclipse, Visual Studio, Visual Studio Code, Unity, Vi, Atom, PyCharm

CERTIFICATIONS: Google Analytics, Google Ads Fundamentals