

# 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

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

## 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, Google Analytics

## PROJECTS

### SERVER DATA ANALYSIS

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

Developed a Web application to visualize JSON server data using the React Framework and analyze the data using a machine learning algorithm in a Python server.

### 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 students in the Computer Science Club.

### 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.

### 3D MAZE PROGRAM

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

A 3D maze that you can move through with arrow keys, a phone controller, or with an AI built with a reinforcement learning algorithm called value iteration that adapts to 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 instruct the curriculum.

### MARCHING BAND (2017 – 2019)

Play the baritone in the South Brunswick Viking Marching Band