

RISHI PISIPATI

Software Developer
<http://www.rpisipat.com>
rishiprsd@gmail.com | 715-451-5040

EDUCATION

CARNEGIE MELLON UNIVERSITY

PITTSBURGH, PA | AUG 2019
School of Computer Science, HCI
Masters in Educational Technology
and Applied Learning Sciences
GPA : 3.46/4

NIIT UNIVERSITY

ALWAR, RAJASTHAN | JUL 2017
Bachelors in Technology
Computer Science and Engineering
CGPA : 6.85/10

SKILLS

PROGRAMMING

Proficient:

Python • C# • Typescript

Experienced:

RxJS • Angular • React

Familiar:

SQL • Android • OpenCV

INTERESTS

- Machine Learning
- Game Design
- Designing APIs
- Relational Databases
- UX Design
- Algorithm Optimization
- Design Prototyping

ACHIEVEMENTS

MERIT SCHOLARSHIPS

Carnegie Mellon University
NIIT University

UPMC - HACK THIS HELP KIDS

First Prize
Smart bottle sleeves to monitor Breast
Milk Quality for NICU Patients

AIESEP NATIONAL PARLIAMENTARY DEBATE

Total Education in India
First Prize, Honorary Mentions

EXPERIENCE

RENAISSANCE LEARNING | SOFTWARE ENGINEER I

Oct 2019 | Current | Wisconsin Rapids

- Leading the creation of applications in our new micro-front end applications that render Star Reading, Star Math and Star Early Literacy products for the state of Indiana.
- Designed and led the efforts for creating new performance tests in Jmeter for simulating student journeys in our new test products.
- Created new tabular page views for our Benchmark UI, along with new data endpoints that support this view using ASP.NET MVC frameworks.
- Created an API gateway using a .NET CORE AWS lambda framework to facilitate creation of Desmos tests powered by Renaissance.
- Managed and controlled build versions for various production environments using Jenkins CI/CD

K12 INC FULL STACK DEVELOPER

Jan 2019 – August 2019 | Pittsburgh, PA

- Worked alongside K12, one of America's largest online schools to develop a platform that scaffolds optimal collaboration in an online environment for Project Based Learning (PBL) for my Capstone project at CMU.
- Researched, designed and iterated on several solution spaces to address subsets of the given problem. User testing with teachers revealed a greater need for teacher-supporting tools for PBL.
- Developed a front end tool using a MEAN stack to scaffold optimal group formation such that each student was paired with the most ideal teammates in their class using a custom algorithm.

PERSONAL PROJECTS

DONT FALL FOR IT

Java, Processing

Designed a cross platform game in Java and Processing to teach the elderly about email scams. Incorporated Bayesian Knowledge Tracing to trace their progress for each subskill associated with identifying scams.

COLOR PRESERVATION IN VIDEO STYLE TRANSFER

Python, Tensorflow

Modified a Video processing AI repository to preserve colors during video style transfer by using a combination of postprocessing operations in OpenCV.

CHESS TUTOR

CTAT, Javascript, Nools

Built a Mate in One Tutor in CTAT to teach novices the knowledge components associated with identifying a scenario where you can checkmate the other individual.

AUTO WATERMARKER

Python, OpenCV

Designed a program that auto-watermarks images in bulk on appropriately visible locations using Gaussian Filters and a weighted average of pixels in potential location of Watermarks. Modified the script to adjust opacity of watermark. Currently used by Collarfolk as a watermarking tool.