

Rohan Dhar

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github.com/rohan-dhar

Areas of Expertise

Software Development, Machine Learning, Data structures & algorithms, System Design, API Design, Web Development, User Experience

Tools & Technologies

Python, JavaScript, C, Java
React, Django, Flask, Keras, Tensorflow, NodeJS, Arduino, Raspberry PI, MySQL/ PostgreSQL, ThreeJS, AWS, Serverless, Unity, HTML5, Adobe Illustrator

Awards & Achievements

- **Winner**
International Hackathon - HackPSU 2021 (Penn State University's Hackathon)
- **Winner**
International Hackathon - AngelHack 2018
- **Winner**
30+ school and university level software development competitions, since 9th grade

Education

- **IIIT Delhi**
Engineering in Computer Science and Design.
9.03 CGPA till 4th semester
[2019 - 2023]
- **Delhi Public School, RK Puram**
High school - Science and computer science
93.8% Score
[2017 - 2018]

Positions of Responsibility

- **Chair**
Computer Society, IEEE - IIIT Delhi
[Apr, 2021 - Present]
- **Design Head**
IEEE - IIIT Delhi
[Oct, 2019 - Apr, 2020]
- **President**
Exun - DPS RK Puram's Computer Society / Club
[Apr, 2017 - Apr, 2018]

A driven computer science engineer with 3+ years of experience who thrives in challenging environments and is motivated to solve novel problems. Developed and maintained codebases at several startups and helped companies quickly achieve revenue and investment goals. Currently pursuing Engineering in Computer Science and Design from IIIT Delhi.

Work Experience

- **Tech lead** [Jun, 2020 - Jun, 2021]
co-op Commerce - A startup worth over a 30 million USD

Joined pre-investment and helped make the company worth over 30M USD in a year.
 - Implemented multiple decoupled back-end, front-end and machine learning systems used by over a million users a month.
 - Tech stack: React, Django and Tensorflow with Keras.
- **Founding Engineer** [Jun, 2019 - Jun, 2020]
FeatherX - Acquired Startup

Was a member of the 3-person founding team and helped the company get acquired.
 - Founding engineer responsible for full stack development of performant systems supporting over **10 million** users a month.
 - Tech stack - React, Django and Tensorflow with Keras
- **Full stack freelance engineer** [Feb, 2019 - Mar, 2019]
Treebo Hotels
 - In charge of developing a support system for customers staying at Treebo hotels.
 - Designed and implemented a custom algorithm for presenting and storing travel issues in a nested manner, in a tree.

Projects

- **Styra - AI powered smart chrome extension for productivity**
 - AI powered chrome extension which detects when users get distracted, and prompts them to stay productive. Uses ML (using Python & Keras) on browser history and webcam feed
 - International Winner - HackPSU 2021
Submission link <https://devpost.com/software/styra>
- **ABA - Smart Wardrobe** | Guide: Dr. Aman Parnami
Designed and created a smart wardrobe using a LAMP server, and Raspberry PI. wrote a custom API for interacting with GPIO at higher level.
Github Link: <https://github.com/rohan-dhar/aba>
- **Spectacle - AI powered system to monitor autistic children**
 - Built an AI powered system which helps parents of autistic children to monitor their children and intelligently notify parents when their attention is required by analysing the mood of the child using Machine learning on a video feed.
 - International Winner - AngelHack 2021
- **RetroShoot - AR shooting game** | Guide: Dr. Aman Parnami
Programmed an engaging AR experience where one shoots enemies by pointing their device at enemies in AR. Developed using Unity.
Demo Video: <https://www.youtube.com/watch?v=VxOdAkww3Qk>
- **Shell in C from scratch** | Guide: Dr. Sambuddho Chakravarty |
Created a shell in C using raw systems calls, and implemented several binaries to run inside the shell from scratch.
- **Two-pass assembler in Python**
Create a full two-pass assembler from scratch in Python, and a version of assembly language to go with it.
Github link: <https://github.com/rohan-dhar/co-assm>
- **ColorSwitch - Java game** | Guide: Dr. Vivek Kumar
Implemented the mobile game ColorSwitch in Java & JavaFX, with hardware accelerated, custom physics and graphics.