ROHAN NAIR

Mississauga, ON | P: +1 416-731-0609 | rohan.nair@mail.utoronto.ca

EDUCATION

UNIVERSITY OF TORONTO MISSISSAUGA — Mississauga, ON
Honors Bachelor of Science — 2022 - Expected May 2026

Major in Computer Science; Minors in Mathematics and Statistics
Relevant Coursework: Data Analysis, Software Design, Object Oriented Programming, Data Structures, Software Documentation, and Relational Databases.

DELHI PUBLIC SCHOOL — Bangalore, KA
High School - Secondary Education — 2020 -2022

Followed a CBSE Curriculum and was in the PCMC (Physics, Chemistry, Math, CS) stream.
12th Board Marks: 91.8%
Activities: Elected as the Vice Head Boy, Regular on the school tennis team.

WORK EXPERIENCE

ENACTUS (Student run organization) — Mississauga, ON
Data Science Project Associate — Nov 2023 – Current

- I am currently working with a four-person team at Enactus to develop an ASL translator by utilizing several machine-learning models.
- My role involves designing and implementing the architecture of the model, focusing on CNN-RNN neural network structures.

INTEL CORPORATION — Bangalore, KA
Artificial Intelligence Student Trainee — Jan 2019 – Jan 2021

- Part of the team that was responsible for a pioneering National Education Program in India. Helped the CBSE board and Intel to design and implement AI as a course of study for school students in the nation.
- I gained an understanding of key concepts, including Object Detection, Image Processing, and Pattern Recognition. My learning journey involved hands-on engagement with tools such as OpenCV and Google Vision, which allowed me to delve deep into the practical aspects.
- The project my partner and I worked on after 4-8 months of training was centred around the development of an AI-driven Complaint bot designed to read and understand hand-written text written in various rural languages using Computer Vision. Our project, developed in collaboration with Intel, was presented at numerous international and national conferences. In 2022, it was granted a patent in partnership with Intel.

UNIVERSITY PROJECTS

AUDIO MANIPULATION — Jan 2024

- In our CSC209 class, two other members and I developed a C program, removals, to remove vocals from stereo PCM sound files in the canonical WAV format. Additionally, we implemented add echo, a C program, to add echo to mono sound files using command-line options like delay and volume_scale.

ADVENTURE GAME — December 2023

- In our CSC207 class, three other members and I developed a GUI-based game using JavaFX as our final project. We harnessed its robust graphical capabilities for an engaging user experience.
- The project incorporated modern software development practices, employing tools like GitLab for version control and embracing agile methodologies such as Scrum to enhance collaboration and iterative development.

TREEMAP IMPLEMENTATION — August 2023

- In our CSC148 class, I created an interactive treemap visualizer in Python using Pygame, enabling users to explore and manipulate hierarchical tree structures through mouse and keyboard interactions.
- Implemented features like node resizing, moving, expanding, and collapsing, allowing visualization of file system structures in an engaging and user-friendly manner.

ADDITIONAL

Technical Skills: Python (MATLAB, Pandas, Tensorflow, Keras, OpenCV), SQL, Java, C, R(ggrplot), HTML/CSS
Languages: Fluent in English; Conversational Proficiency in Hindi