

# ROHAN SUNILKUMAR NAIR

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## EDUCATION

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### UNIVERSITY OF TORONTO

Honors Bachelor of Science + PEY Co-op Program

Major in Computer Science; Minors in Mathematics and Statistics

Coursework: Data Structures, Software Design, Information Security, Operating Systems, Database, Machine Learning

Toronto, ON

2022 - Expected May 2027

## PORTFOLIO PROJECTS

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### QuickGather | *RestAPI, Flask-Python, React-Bootstrap PostgreSQL, AWS S3/RDS, Heroku*

July 2024

- [Github Link](https://github.com/rohannair2022) | <https://quickgather-5069dcada862.herokuapp.com/>

**A unique social media app specifically designed to simplify event planning with friends and family.**

- Responsible for developing the Full Stack Application with Flask/React Components/PostgreSQL/ SQLAlchemy
- Implemented login auth using JWT auth and email verification during signup using a flask wrapper of the SMTP Lib.
- Implemented a SocketIO setup for user real time group chat feature.
- Utilized a Virtual Object Storage (S3) for storing and retrieving users' profile picture storage.
- Created the DB schema through ORMs (SQLAlchemy) and set up RDS connection through Heroku.

### Weedout | *Python, Flask, Nginx/Gunicorn, Bootstrap, AWS EC2, BDD/TDD, CI/CD, Docker*

Aug 2024

- [Github Link](https://github.com/rohannair2022) | [www.weedout.tech](http://www.weedout.tech) **An open-source Python package designed to automate data preprocessing.**

- Developed and refined key preprocessing /statistical functions using Pandas, Scikit-Learn, NumPy and SciPy.
- Set up a CI/CD pipeline with GitHub Actions for automating testing (unittest) and deployment to PyPI
- Developed the Weedout website, contains a GUI of the pipeline to interact with.
- Containerized the website using Docker and deployed to both an EC2 production environment and Heroku.
- Conducted BDD testing to ensure the website's functionality with tools like Behave and BS4

### GUI Adventure Games | *JavaFx, GitLab, SOLID Principles, Agile, Design Patterns*

Dec 2023

- In our CSC207 class, three other members and I developed a **GUI-based game using JavaFX as our final project.**
  - Incorporated modern software design patterns like the Facade pattern.
  - Employed tools like GitLab for version control and embraced agile methodologies like Scrum to enhance collaboration.

## WORK EXPERIENCE

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### UTM Software Hub

Projects Director

Aug 2024 - Current

- **Founding member** of the UTM software hub. **Responsible for hiring** team leads and associates. **Responsible for hosting weekly scrum meetings** with the team leads of the 4 projects. **Leading the development of Weedout 2.0**, a iteration of my previous project, focusing on implementing **data visualization /analytics** and enhancing **runtime efficiency** by 80%.

### Enactus

Data Science Associate

Sept 2023 – May 2024

- As part of a team developing a real-time computer vision application, **I created a 2D CNN prototype** using ImageNet and TensorFlow. I was also **responsible for preprocessing images**, including normalization, resizing, and augmentation, which enhanced **model efficiency** by 50%. Enhanced **runtime efficiency** by deploying the model on Azure cloud infrastructure.

## TECH STACK

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**Languages:** Python, JavaScript, Java, C, Assembly **Frameworks/ Libraries:** Flask, React, Bootstrap, Pandas, Sklearn

**Database:** MySQL, PostgreSQL, SQLAlchemy **Tools:** AWS, Heroku, Git, Docker

## EXTRACURRICULAR / ACHIEVEMENTS

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**Intel Student Trainee :** Developed a patented Computer Vision Complaint bot with Intel for rural language text recognition.

**TEDx Speaker:** Gave a talk on importance of Non-traditional careers, **Sports enthusiast**, Collector of **Pokemon cards**.