

# ROHAN SHAIVA

SOFTWARE ENGINEER

## SKILLS

### Programming & Tools:

C, C++, Swift, Objective C, Java, Python, Javascript, CocoaPods, HTML/CSS, node.js, d3.js, React, Scheme, SML, Heroku, Ruby, C#, Unity, R, Tableau

### Technical:

GUI/UI/UX Design, Dynamic Semantics, Lambda Calculus, Data Science, Algorithms

### Film and Media Tools & Skills:

Adobe Premiere Pro, Adobe Photoshop, Adobe After Effects, Final Cut Pro X, Logic Pro X (Sound Design)

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## EXPERIENCE

### Mobile Engineering Intern at The New York Times

SUMMER 2020 (JUNE - AUGUST)

Joined the New York Times Games Team for 10 weeks as an iOS engineering intern

- collaborated with five other interns in designing, implementing, play-testing, and shipping a working game prototype called "Animatic"
  - implemented the iOS version of the game in **Swift**
  - wrote and published an NYT Open article in collaboration with the other interns:  
<https://open.nytimes.com/design-prototype-zoom-how-new-york-times-interns-built-a-game-remotely-8b7bff755983>
- converted code from Objective-C to Swift in the New York Times Crossword iOS app
  - paired with senior engineers to learn efficient iOS frameworks
  - wrote exhaustive and well-documented UI tests
  - worked within a well-structured iOS codebase integrates company-wide libraries and **CocoaPods** frameworks
- paired with Android and iOS engineers to assist in building a cross-platform version of the NYT Spelling Bee game in **Flutter**
- worked closely with a product designer to brainstorm and prototype an interactive tutorial for the iOS Crossword app
  - learned principles of **A/B testing**
  - implemented the new section as a card on the home screen
- contributed to a team goal to increase subscriptions to the New York Times Crossword by participating in stand-up meetings, sprints, retrospectives, and 1-on-1 chats within the Games team and across other teams as well

### Software Engineering Intern at startup FitTribe

SUMMER 2019 (MAY - AUGUST)

Coded in Swift, developing a competitive healthy eating iOS app from the ground up

- the app allows users to challenge friends in monthly games to eat healthy
- leveraged collaborative, agile software development
- learned and utilized the **CocoaPods** library for Swift
  - used RxSwift, Alamofire, FBSDKLoginKit, and AKSideMenu
- full stack development
  - connected front-end interface to back-end web app to manage challenges and record meals
  - understood and customized iOS controllers, creating delegates to modularly make elements like a custom image picker and dynamic alert views
- learned machine learning algorithms for food recognition using **bite.ai**
  - the app requires a way to automatically identify food in pictures and rank the contents based on its healthiness

## PROJECTS

### "Seize the Seas" - Coded Multiplayer Game in Unity

MARCH - MAY 2019

- Coded a multiplayer game in Unity with C# scripts where players compete to pick up trash floating in a sea
- Implemented custom first-person game mechanics for fast-paced gameplay using X-Box controllers
- Created and coded custom sound effects (Logic Pro X), custom models (Autodesk Maya), and custom physics engines (Unity and C# scripts) to control player motion on ground and underwater
- [Mac Download](#) • [Windows Download](#)

### "Tara" - A Sci-Fi Horror Short Film (View Film - <https://youtu.be/PZqqbtbDxts>)

JANUARY - JULY 2018

- Served as Director of Photography, Composer (Logic Pro X), Editor (Premiere, ScreenFlow, Final Cut Pro X), Sound Designer (Premiere/Logic Pro X), Colorist (Premiere), and Special Effects Artist (After Effects)

## EDUCATION

### TUFTS UNIVERSITY

Class of 2021 - GPA: 3.64 - Honors: Dean's List

B.S. in Computer Science

B.A. in Film and Media Studies

## RELEVANT COURSEWORK

Data Structures, Algorithms, Programming Languages, Computation Theory, Web Programming, Discrete Mathematics, Visual Analytics, Computer Security, Object Oriented Programming for GUIs in Java, Machine Level & Assembly-Language Programming, Game Design