Rohan Shaiva
SOFTWARE ENGINEER

PERSONAL WEBSITE
https://rohan-shaiva.web.app/

CONTACT

🌐 rohan-shaiva.web.app

📞 908-809-8666

✉️ rohan.shaiva@gmail.com

in Rohan Shaiva

⬛ rohans922

SKILLS

PROGRAMMING:

Languages
C, C++, Swift, Objective-C, JavaScript, HTML/CSS, Python, Java, Scheme, SML, Ruby, C#, R

Libraries / Frameworks
React, node.js, d3.js, CocoaPods, Flutter

Tools / Apps
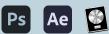Heroku, GitHub, Unity, Tableau, Slack

Technical
GUI/UI/UX Design, Dynamic Semantics, Lambda Calculus, Data Science, Algorithms, A/B Testing

FILM AND MEDIA:

RELEVANT COURSEWORK

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

EXPERIENCE

Mobile Engineering Intern at The New York Times
SUMMER 2020 (JUNE - AUGUST)

Joined the New York Times Games Team for ten weeks, primarily contributing to the New York Times Crossword mobile app

- Upgraded code from *Objective-C* to *Swift* in the Crossword iOS app
- Wrote exhaustive UI tests while pairing with senior engineers on the team
- Brainstormed a smoother new-user experience with a product designer to help gain new Crossword subscribers through the iOS app
- Implemented a new section of the app in *Swift* to teach the crossword to unsubscribed users, using asynchronous, chained animations and an interactive UI to create a visually engaging experience
- Ideated, play-tested, and designed a new game prototype with the other interns on the team and implemented the iOS version in *Swift*
- Co-wrote an NYT Open article about the new game which is *now published*

Full-Stack Software Engineering Intern at startup FitTribe
SUMMER 2019 (MAY - AUGUST)

Co-developed an app in Swift from the ground up that allows users to challenge friends in monthly competitions to eat healthy

- Employed agile software development practices
- Explored *bite.ai*'s machine learning algorithms which allows for meals to be recognized and analyzed from a photo upload
- Integrated signing in with Facebook using the *CocoaPods* framework
- Implemented a custom image picker and dynamic alert views usable throughout the app by upgrading default iOS controllers

PROJECTS

Seize the Seas - A Fast-Paced Multiplayer Game
SPRING 2019 (MARCH - MAY)

Created a first-person, 3D environmental awareness game where players defend their island while racing to collect trash floating in the sea

- Coded in Unity using *C#* scripts and playable with X-Box controllers
- Implemented a custom physics engine for underwater gameplay
- Created sound effects in *Logic Pro X* and 3D models in *Autodesk Maya*
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Analyzing and Visualizing Tweets in JavaScript and Python
FALL 2019 (NOVEMBER - DECEMBER)

In a team, tackled the 2019 Visual Analytics Science and Technology Challenge and created a tool to simplify the allocation of resources after an earthquake

- Employed natural language processing and sentiment analyses in Python to process and store relevant data from a community's tweets
- Used d3.js, HTML, and CSS to create interactive, filterable data visualizations
  Link to Project

EDUCATION

TUFTS UNIVERSITY - Class of 2021
B.S. in **Computer Science**
B.A. in **Film and Media Studies** (with a focus in **Film Production**)
GPA: 3.65 - Magna Cum Laude