Rohan Shaiva
SOFTWARE ENGINEER

*"My interests and passions have driven me to delve into two fields, **computer science** and **film**. By blending **technical skills** and **creative thinking**, I aim to leverage my enthusiasm for technology and offer **innovative ideas** that can stretch beyond the workplace and impact the world."*

CONTACT

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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

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 as an iOS engineering intern, primarily working on the **New York Times Crossword iOS app**
- implemented the **iOS version** of a **new game prototype** in *Swift*
  - collaborated with five other interns in ideating, play-testing, and designing the game to be added to the Games Team's portfolio
  - with the other interns, **wrote and published** an **NYT Open article**
- **upgraded code** from *Objective-C* to *Swift* in the Crossword iOS app
  - paired with senior engineers to learn **best practices** for **iOS frameworks**
  - wrote and documented exhaustive **UI tests** for converted code
- contributed to team goal to **boost subscriptions** to the Crossword
  - paired with back-end engineers to learn principles of **A/B Testing**
  - with a product designer, brainstormed and designed an interactive section in the app that **teaches the iOS Crossword app** to new users
  - **shipped a prototype** of the section and presented it to the team
- participated in stand-ups, sprints, retrospectives, and 1-on-1 chats

Software Engineering Intern at startup FitTribe
SUMMER 2019 (MAY – AUGUST)
Developed a competitive healthy-eating app in *Swift* from the ground up
- the app allows users to challenge friends in monthly games to eat healthy
  - learned **machine learning** algorithms for food recognition using **bite.ai**
- leveraged collaborative, **agile** software development
- utilized the **CocoaPods framework** and several of its libraries
- connected **front-end** interfaces to a **back-end** web app
- modified default iOS controllers to implement a **custom image picker** and **dynamic alert views** usable throughout the app

PROJECTS

"Seize the Seas" - A Multiplayer Game
MARCH – MAY 2019
Coded a first-person, 3D multiplayer game in Unity where players defend their island and race to collect trash floating in the sea
- Implemented using *C# scripts* and playable with **X-Box controllers**
- **Created** and **coded** custom sound effects (*Logic Pro X*), custom models (*Autodesk Maya*), and custom physics engines (*Unity and C# scripts*)
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"Tara" - A Sci-Fi Horror Short Film
JANUARY – JULY 2018
View Film - https://youtu.be/PZqqbtbDxts
- Served as **Director of Photography**, **Composer** (*Logic Pro X*), **Editor** (*Premiere*, *ScreenFlow*, *Final Cut Pro X*), **Sound Designer** (*Logic Pro X*), **Colorist** (*Premiere*), and **Special Effects Artist** (*After Effects*)

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: 3.60