Rohan Sahai

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Recent Projects

What's Groovy (Node.js) - live - github
Multi-player music creation web app.

- Used node library socket.io to create low latency websockets environment for client-server communication
- Routed all audio through the Javascript web audio API to synchronize all users to same beat
- Preloaded all audio via XML requests and stored data as arraybuffers to easily insert into audio buffer when triggered

Monkey Trouble (Javascript) - live - github
Arcade like game in web app form.

- Object Oriented Program with carefully constructed classes and superclasses.
- Used vector algebra to calculate direction and velocities of moving objects

Active Record Lite (Ruby) - github
- Used Ruby meta programming techniques to clone Active Record's ORM features (Mass assignment, associations, querying, and persistence methods)

Skills

Ruby, Rails, Javascript, jQuery, Backbone.js, SQL, HTML, CSS, C, Matlab, Node.js (learning)

Work Experience

Pearson PLC Leadership Development Program
- Worked in K-12 eLearning division developing online music courses in partnership with the Juilliard Conservatory of Music
- Designed and managed development process for all interactive resources (widgets, audio, video) in 4 courses
- Most customer facing team member, specializing in UX of interactive resources when courses are under final review

Shure Inc. Product Management Intern
- Performed Customer, and Competitive analysis on new wireless microphone product that proved essential in developing initial requirements for the product development team

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Education

Northwestern University
BS in Mechanical Engineering 2013 - Minor in Music Technology

Extra Curricular: **Robot Design Competition, Club Squash, Music Production**