

# Rohit Rao

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## EDUCATION

### **Rutgers University – New Brunswick**

*B.S. in Computer Science and Mathematics*

GPA: 3.91/4.00

Piscataway, NJ

Sept, 2020 – May, 2024

- **Coursework – Computer Science:** Intro to CS, Data Structures, Computer Architecture, Systems Programming
- **Coursework – Mathematics:** Calculus 1, Calculus 2, Calculus 3 Honors, Intro to Linear Algebra, Intro to Math Reasoning Honors

### **WW-P High School South**

*High School Diploma*

GPA: 3.66/4.00

West Windsor, NJ

Sept, 2016 – June, 2020

## RELEVANT EXPERIENCE

### **Stria Labs**

*Firmware Intern*

San Mateo, California

July, 2020 – Sept, 2020

- Helped support Stria's goal to provide assistive technology for the blind via the Stria Band – a wearable technology for mitigating veering – and the Stria App – a mobile application to be used with the Stria Band.
- Developed firmware in C++ to establish communication between the hardware components of the Stria Band and the Stria App.
- Contributed 3 key features within the firmware.
  - Reading and processing raw data from the hardware components and sending it to the mobile application.
  - Allowing commands entered on the app to control firmware code execution and enable/disable specific hardware components.
  - Allowing commands sent from the hardware – in the form of varying button presses – to trigger actions on the mobile app.
- Collaborated with the mobile development interns to ensure that both the application and hardware components were able to read/write data seamlessly.

### **Chinmaya Vrindavan Temple**

*Mobile App Developer*

Cranbury, NJ

June, 2018 – August, 2018

- Developed an interactive application meant to engage students in the temple's religious classes beyond the classroom through culturally themed minigames.
- Primarily responsible for developing the minigames that were the highlight of the application.
- Contributed 4 different minigames in C# using Unity3D to the larger application – an endless runner, a card matching game, a flashcards game, and a gravity runner game.
- Collaborated with a backend teammate to store and utilize media from a server and a UI designing teammate to integrate all 4 minigames into the larger application.

## PERSONAL PROJECTS

### **Artificially Intelligent Bots for a few Minigames – Python**

April, 2020 – June, 2020

- Developed several minigames including Flappy Bird, Snake, and an Endless Runner game in Python.
- Created A.I. bots for each game that "evolved" and "learned" to play a game better over time.
- Utilized the following libraries: Pygame, Neuro-Evolution of Augmenting Technologies (NEAT), Numpy, Matplotlib, Pickle.

### **Genesis Calculator – Swift**

July, 2019 – August, 2019

- Developed an iOS application to calculate the minimum grades needed on future tests based on previous grades.
- Created a feature to parse through text directly from Genesis (the grading platform) instead of manually entering grades.

### **Random Maze Generator Game – Java**

Jan, 2018 – March, 2018

- Developed a randomized solvable maze game that gets progressively more challenging as each maze is solved.

## AWARDS AND CERTIFICATES

Machine Learning for Business Professionals (Coursera)

June, 2020

Getting Started With AWS Machine Learning (Coursera)

May, 2020

Award at Hack TCNJ

February, 2019

## TECHNICAL SKILLS

**Programming Languages:** Java, Python, Swift, C/C++, C#, Bash on Linux