

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

- Developed firmware in C++ that established communication between the Stria App and the hardware components of the Stria Band – an assistive technology product for the blind to mitigate veering.
- Developed a feature to read and process raw data from the hardware components and send it to the iPhone application via bluetooth.
- Developed a feature to allow commands entered on the iPhone to interact with firmware and hardware – specifically different commands could control certain code execution and enable/disable specific hardware components.
- Worked with another firmware intern to develop a feature to allow commands to be sent from the hardware – in the form of varying button presses – to trigger actions on the iPhone application.
- Collaborated with the mobile development interns to ensure that both the iPhone and hardware components were able to read/write data seamlessly.

Chinmaya Vrindavan Temple

Mobile App Developer

Cranbury, NJ

June, 2018 – August, 2018

- Helped develop an application aimed to nurture the interest of Indian youth in their culture and religion.
- 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 images from a server rather than storing them locally on the device.
- Collaborated with the UI designer to integrate all 4 minigames into the larger application.
- Volunteered over 100+ hours to the project.

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 (Proficient): Java, Python, Swift, C/C++, C#