Rohit Rao

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EDUCATION

Rutgers University – New Brunswick Piscataway, NJ

B.S. in Computer Science and Mathematics GPA: 3.91/4.00 Sept, 2020 – May, 2024

- **Coursework – Computer Science:** Intro to CS, Data Structures, Data Literacy, 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 West Windsor, NJ

High School Diploma GPA: 3.66/4.00 Sept, 2016 – June, 2020

RELEVANT EXPERIENCE

Stria Labs San Mateo, California

Firmware Intern 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 Cranbury, NJ

Mobile App Developer June, 2018 – August, 2018

- Developed an interactive application to engage and nurture cultural interest in students outside of the temple's religious classes.
- Contributed 4 culturally themed minigames in C# using Unity3D – an endless runner game, a card matching game, a flashcards game, and a gravity runner game.
- Improved lag nearly 75% by implementing a feature to download only the necessary media and store it locally – refreshing it only once when a minigame is opened.
- Collaborated with a teammate to utilize media from a server so that the media could be changed without changing the application.
- Collaborated with 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 Augementing 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, LaTeX