

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.
- Collaborated with other firmware interns and the mobile development interns to ensure that both the iPhone and hardware components were able to read/write data seamlessly.

Kumon

Grading Assistant

Plainsboro, NJ

July, 2019 – June, 2020

- Graded students homework and classwork assignments for both mathematics and language arts.
- Tutored and worked with students ranging from 1st to 9th grade.

Chinmaya Vrindavan Temple

Mathematics Tutor

Cranbury, NJ

Sept, 2016 – June, 2020

- Taught upper elementary grade students new mathematical concepts. Volunteered over 250 hours.
- Other responsibilities included managing the classroom, grading homework and assessments, determining final grades, and collaborating with 2 other tutors.

Chinmaya Vrindavan Temple

Mobile App Developer

Cranbury, NJ

June, 2018 – August, 2018

- Helped develop an application that nurtures the interest of Indian youth in their culture and religion.
- Contributed 4 different minigames in C# using Unity3D to the larger application. Volunteered over 100 hours.

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

Programming Languages (Basic/Learning): Swift, C#, C/C++

Developer Tools: Eclipse, Xcode, Pycharm, Unity3D, Arduino, Github