

Rohit Sanbhadti

(408) 582-4781 · sanbhad2@illinois.edu
340 S. Cypress Ave San Jose, CA 95117

EDUCATION	<i>Bachelor of Science</i> , Computer Science University of Illinois Urbana-Champaign Expected Graduation: May 2016	
TECHNICAL SKILLS	<i>Proficient:</i> Java, C++, C, Objective-C, Python <i>Basic:</i> PHP, Javascript/jQuery, MySQL, Git, Subversion, Verilog, Linux (shell), HTML, L ^A T _E X, Assembly (MIPS and x86)	
WORK EXPERIENCE	<i>Member of Technical Staff - Intern</i>	Summer 2014
	VMware , Palo Alto, CA <ul style="list-style-type: none">• Wrote extensible asynchronous HTTPSCient for use with internal frameworks• Developed a system that leveraged posix queues and pre-existing framework code to build a network graph in a remote server	
	<i>iOS Developer - Intern</i>	Summer 2013
	NIKSUN Inc. , Princeton, NJ <ul style="list-style-type: none">• Worked as part of a team to create a home network monitoring app• Used Core Data and other iOS libraries, both open-source and built-in	
	<i>iOS Developer</i>	Fall 2012
PROJECTS	University of Illinois , Nutritional Research Lab <ul style="list-style-type: none">• Built iOS app to display graphs of protein vs. calories for various foods	
	<i>LLVM Research Group</i>	Fall 2013
	<ul style="list-style-type: none">• Used PeachFuzz to automate fuzz testing of programs compiled with SAFECode• Wrote fuzzing schemas for gzip and HTTP	
	<i>Systems Class Final Project</i>	Fall 2013
	<ul style="list-style-type: none">• Worked as part of a team to build a basic kernel• Gained familiarity with Linux kernel design• Built basic scheduling, syscalls, keyboard handler, etc.• Built and used device drivers for custom hardware from scratch	
COURSEWORK	<i>Back-End Developer, Zipidat</i>	Summer 2012 - Spring 2013
	<ul style="list-style-type: none">• Built Java servlets and PHP back-end for an iOS game• Worked with model-view-controller design and object-relational mapping tools	
	<i>Technical Coursework</i>	
	<ul style="list-style-type: none">• Data Structures• Computer Architecture• Computer Systems Engineering• Prog. Langs and Compilers	<ul style="list-style-type: none">• Computer Systems Organization• Machine Learning (IP)• Distributed Systems (IP)• Communication Networks (IP)