

Rohit Sanbhadti

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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 http client for use with internal frameworks• Developed a system that leveraged posix queues and pre-existing framework code to build a network graph on a remote server• Consolidated and updated existing visualization tools into single Django application	
	<i>iOS Developer - Intern</i>	Summer 2013
	NIKSUN Inc., Princeton, NJ	
PROJECTS	<ul style="list-style-type: none">• Used Core Data and other iOS libraries, both open-source and built-in• Worked as part of a 3 person team to create a home network monitoring app	
	<i>iOS Developer</i>	Fall 2012
	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
COURSEWORK	<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	
	<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	
COURSEWORK	<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)	