

Roshaan Siddiqui

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EDUCATION

Wesleyan University, Middletown, CT Expected May 2022

Bachelor of Arts, Major: Computer Science

Relevant Courses: Computer Science I & II, Working with SQL & Databases, Machine Learning, Sensors

Measurement & Data Analysis, Principles of Engineering, Video Game Development, & Discrete Mathematics

Chicago Math & Science Academy, Chicago, IL

June 2018

Diploma, GPA 3.93; Rank: 2/89

WORK/LEADERSHIP EXPERIENCE

Delta Lab, Researcher & Data Analyst

October 2019 – Present

- Applied cutting edge research in Audio Fingerprinting to categorize and analyze a large library of video data using data analysis and audio manipulation libraries in Python.
- Leveraged latest cloud technologies on Google Cloud Platform to deploy and maintain a repository of various data visualization tools for the public
- Architected a web application to crowdsource crucial ML training data from over 20,000 students

Wesleyan University's Makerspace, Studio Assistant

September 2019 – Present

- Assisted students with laser cutters, 3D printers, CNC machines, and other power tools in the studio
- Aid students with coursework specific tasks that utilize Arduino Uno & Matlab

MassVr, Software Engineer Intern, Chicago, IL

June 2019 – August 2019

- Worked in close collaboration with two software engineers to design a scalable waiver authentication backend system and developed web applications to create smooth customer experiences in store front.
- Improved efficiency of pre-existing code in main codebase and assisted in beta testing new VR maps

FIRST Robotics, Captain/Lead Programmer/Builder, Chicago, IL

June 2012 – April 2018

- Utilized computer vision and various sensors to create reliable intelligent autonomous programs
- Secured a critical programming award that advanced my team to the FIRST robotics world championship
- Received the prestigious Dean's List Award for exposing 300+ students to STEM

YouthHack Connecticut, Cofounder/VP of Operations

September 2018 - Present

- Established an organization with a goal to expose underprivileged students to Computer Science
- Piloted a program for high school students to host entrepreneurial workshops and events
- Led coding and app design workshops for high school students

SELECTED PROJECTS

Digital Advertisement Spending Visualization (Angular framework, HTML/CSS, TypeScript)

March 2020

- Developed an interactive visualization of digital advertisement spending of presidential candidates throughout different states in America which can be adjusted with a dynamic timeline

EnergySkate (Unity3D, C#)

January 2020

- Created an educational computer and mobile game to teach kids about Kinetic & Potential Energy

Video Coding tool (Angular framework, HTML/CSS, TypeScript)

October 2019

- Developed a web app tool for researchers leading the Wesleyan Media Project to gather data from thousands of student participants saving them countless number of hours

WesEvents (Ionic framework, HTML/CSS, TypeScript, Firebase)

Summer 2019

- Developed a cross platform solution for my university to stay up to date on campus events
- Gathered critical feedback on app UI design and integrated those designs to the app

Come Thru – Invite Your Family, iOS Application (Firebase, Xcode, Swift 3, cocoaPods)

July 2018

- Learned Model View Controller (MVC) architecture by creating an invitation app for iOS
- App received over 5000 downloads upon shipping it to the iOS App Store

SKILLS

Languages: JavaScript, Python, Swift, SML, C#, HTML5, CSS3

Frameworks: Ionic, Angular, TensorFlow, Hugo,

Tools: Unity 3D, Xcode, Webflow, Sketch, Google Cloud Platform, Git, Github

Additional Languages:

Urdu/Hindi, Arabic (limited proficiency)

Libraries: NumPy, Pandas, Scikit-Learn, Moment.JS, Google Charts

Data: postgresSQL, mongoDB, Firebase, JSON

Interests: finance, travelling, Arduino Uno, deep learning, philosophy, Neuroscience, & speed reading