

Roshaan Siddiqui

Portfolio: www.rosshaansiddiqui.com

Contact Info

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773-971-5928

Education

Wesleyan University, Middletown, CT | **Class of 2022**

B.A. | Major: Computer Science | **GPA: 3.54**

Relevant Courses

Computational Media: Video Game Development (TA)

Audio Visual Machine Learning (TA)

Software Engineering

Discrete Mathematics

Data Structures and Algorithms

Computer Structures and Organization

SQL and Databases

Skills

Languages: Python, JavaScript/TypeScript, C#, Swift
HTML/CSS, GoLang, SML, SQL, Bash

Frameworks/Libraries: Angular, Ionic, React Native,
ReactJS, Django, TensorFlow, PyTorch,

Tools: Unity3D, Xcode, Heroku, G Colab

Database: Firebase, MongoDB, BigQuery

Accomplishments

IBM Award at HackGT (2020), McNair Scholar, FIRST
Robotics Deans List Award

Experiences

Quantitative Analysis Center

Middletown, CT

Audio Visual ML Teaching Apprentice

August 2020 – Present

- Led supplementary sessions for 15 students to practice machine learning techniques on audio and image data
- Designed weekly homework problems for students that incorporated key machine learning concepts

Wesleyan's Delta Lab

Middletown, CT

Software Developer & Data Analyst

October 2019 – Present

- Developed an intuitive video annotation web tool to crowdsource crucial training data from over 5,000 students
- Designed and developed a full-stack web application tool to intuitively explore live Facebook ad spending data

MassVr

Chicago, IL

Software Engineering Intern

June 2019 – August 2019

- Collaborated with two software engineers to design and develop a scalable waiver authentication backend system
- Optimized Scala and JavaScript code in the main codebase and assisted in beta testing new VR maps

Leadership

YouthHack Connecticut

Middletown, CT

Vice President of Operations

September 2018 – Present

- Piloted a program for high school students to host entrepreneurial workshops and events at Wesleyan University
- Led coding and app design workshops for 70+ Connecticut high school students

FIRST Robotics

Chicago, IL

Lead Programmer & Captain

June 2012 – April 2018

- Created robust autonomous programs that advanced the team to the World Championship in 2017

Projects

EnergySkate (Unity3D, C#) [Live View](#)

January 2020 – April 2020

- Lead Developer on a team of four that created a cross-platform game to teach kids about physics concepts
- Cultivated valuable skills in project management like utilizing Gantt charts and architecting software projects

Facebook Ad Spending Visualization (Angular, HTML/CSS, TypeScript) [Live View](#)

March 2020 – July 2020

- Developed a visualization timeline tool to explore Facebook ad spending of presidential candidates across the US

Video Annotation Tool (Angular, HTML/CSS, TypeScript) [Live View](#)

October 2019 – February 2020

- Streamlined research lab's data-collection process by developing a web app tool used by hundreds of students

WesEvents (Ionic, HTML/CSS, TypeScript, Firebase) [Live View](#)

Summer 2019

- Independently developed a cross-platform solution for Wesleyan students to stay up-to-date with campus events
- Held numerous focus groups sessions to gather feedback on UI/UX

Interests: Biking, Audio Books, Psychology, Neuroscience, VR Development