

Roshaan Siddiqui

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EDUCATION

Wesleyan University, Middletown, CT

Expected May 2022

Bachelor of Arts, Major: Computer Science

Relevant Courses: Teacher Assistant for Audio Visual Machine Learning, SQL & Databases, Sensors Measurement & Data Analysis, Computational Media: Video Game Development, Vectors & Matrices, Discrete Mathematics, Data Structures and Algorithms (Fall 2020), and Computer Structures (Fall 2020)

WORK/LEADERSHIP EXPERIENCE

Software Developer & Data Analyst, **Delta Lab**, Wesleyan University

October 2019 – Present

- Managed an independent project to categorize and annotate a large database of videos by applying an audio fingerprinting algorithm to detect advertisement transitions
- Developed a video annotation tool to crowdsource crucial training data from over 5,000 students

Studio Assistant, **Wesleyan University's Makerspace**

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

Cofounder/VP of Operations, **YouthHack Connecticut**

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

Software Engineering Intern, **MassVr**, Chicago, IL

June 2019 – August 2019

- Collaborated with two software engineers to design and develop a scalable waiver authentication backend system to help parents electronically sign liability waivers
- Optimized pre-existing code in main codebase and assisted in beta testing new VR maps

Lead Programmer & Captain, **FIRST Robotics**, Chicago, IL

June 2012 – April 2018

- Utilized computer vision and various sensors to create robust autonomous programs
- Secured a critical programming award that advanced my team to the FIRST robotics world championship

SELECTED PROJECTS

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

March 2020

- Developed a visualization tool with a custom built timeline to explore Facebook ads spending of presidential candidates across the US

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

January 2020

- Worked as the lead developer on a team of 4 students to create an educational cross-platform game to teach kids about kinetic & potential energy
- Gained valuable training in following project life cycle methodologies and utilizing Gantt Charts for efficiency

Video Coding tool (Angular, HTML/CSS, TypeScript) [Live View](#)

October 2019

- Developed a web app tool for researchers at Wesleyan's Delta Lab to gather data from thousands of student participants at Cornell & Wesleyan which fundamentally streamlined their previous process

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

Summer 2019

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

SKILLS

Languages: Python, JavaScript/TypeScript, C#, HTML/CSS, SML, Swift (beginner), SQL

Frameworks/Libraries: Ionic, Angular, TensorFlow, Hugo, Numpy, Pandas, Matplotlib, Bootstrap, Google Charts

Tools: Unity3D, Xcode, Bash, Jupyter Notebook, Google Colab, Webflow, Sketch, Git, Github

Database: postgresSQL, Postman, MySQL, Firebase, JSON

Interests: Working Out, travelling, biking, audio books, philosophy, and speed reading