

Rohit Ramprasad

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OBJECTIVE To contribute to a research project and gain experience in fields that are technically and mathematically challenging such as Computer Vision, Database Design, Data Mining, Graph Theory and Network analysis, Theoretical computer science, Information Retrieval, Machine Learning and AI

EDUCATION B.S.E., Computer Science and Engineering
GPA 3.80, University of Michigan (Ann Arbor, MI), expected April 2016
Dean's List, University Honors, William J. Branstrom Freshman Prize
Relevant Coursework:

- Previous coursework: EECS 281 - Data Structures and Algorithms (A), EECS 376 - Introduction to the Theory of Computation (A), EECS 280 - Programming and Data Structures (A+), EECS 203 - Discrete Mathematics (A), ENGR 151(++) - Advanced Introduction to Programming (A+), MATH 217 - Theoretical Linear Algebra (A), EECS 492 - Artificial Intelligence (A-), EECS 475 - Cryptography(A), MATH 412 - Modern Algebra (A), EECS 370 - Introduction to Computer Architecture (B+), EECS 482 - Introduction to Operating Systems(B+), EECS 477 - Algorithms (B), Applied Honors Calculus II (A+), Applied Honors Calculus III (A), EECS 388 - Computer Security (A+), MATH 451 - Advanced Calculus/Analysis (A+), MATH 525 - Theoretical Probability (A-)

TECHNICAL SKILLS Languages: C++, C, Python, Java, Scala

PROFESSIONAL EXPERIENCE *Software Engineer Intern at Google/Nest* May 2015 - Current

- Working on backend cloud services team for the nestcam.

Software Engineer Intern at Facebook May 2014 - August 2014

- Worked on the Search Quality and Entity Ranking team at Facebook
- Successfully completed a project that involved creating infrastructure for mentions typeahead and improve ranking for mentions typeahead

Game Dev Intern at NextWave Multimedia June 2013 - August 2013
NextWave Multimedia is a game development company that develops games targetting web,iOS, and Android platforms in India.

- Designed a mini-golf game for the web using Unity, and C# as a scripting language
- Worked with an FBX file to make a web app that displays interactive glass panes to the user

Instruction Aide for EECS 376 Jan 1, 2014 - April 2014

- Held discussion sections and office hours for Foundations of Computer Science

HACKATHONS & PROJECTS

Stratego

- Built a desktop application for Stratego(board game) equipped with AI with friends for linux/Mac OSX/Windows 7 during my freshman year
- The AI was an expectiminimax tree that played decently against a human player during the opening/middle game.
- The GUI was built using SFML, a multimedia library with bindings for C++

MHacks, February 1-3, 2012

- Built an iOS app that performed adequate OCR on posters, and parsed them to date and time format, and stored them as events within the app

PennApps, 2013

- Built a website that allowed users to collaborate with other users with similar interests
- The site enabled users to create an account, and search for other users via tags through fuzzy search. Each user's profile could be filled with tags, and talents, and was integrated with Facebook, Github, Soundcloud,and Sendgrid

HONORS

William J. Branstrom Freshman Prize, University of Michigan

SOCIETIES

- Eta Kappa Nu (HKN) Beta Epsilon Chapter
- Michigan Hackers

January 2014
September 2013