

Education



University of Southern California
B.S. Computer Science
Class of 2016 | 2014 GPA: 3.64

Skills & Familiar Platforms

C++ • Java • Python • C • JavaScript • HTML/CSS
Android • Raspberry Pi • Web

Coursework

Undergraduate – Computer Networks, Robotics, Data Structures, Algorithms, Modern Web Technologies, Advanced Statistics & Probability, Principles of Software Development, Digital Logic, Computer Architecture, Intro to Computing
Independent – Computational Thinking and Data Science, Machine Learning, Developing Android Apps

Experience



Software Developer | **Stasis Labs, Inc.**

Los Angeles, CA

Jun 2015 - Present

- Working on the development & design of an Android application at a fast growing, early-stage healthcare tech startup.
- Responsible for the implementation of various features and corresponding test frameworks to enable communication with a BLE device and display, monitor and modify data in a responsive environment.
- Actively contribute to meetings and discussions to determine the direction of progress of the Software dimension of the company as well as that of the startup as a whole.



Course Producer CSCI 103 | **University of Southern California**

Los Angeles, CA

Aug 2015 - Present

- Course producer for Introduction to Programming (in C++) at USC.
- Supervise labs along with lead Teaching Assistants as well as create/grade programming assignments.
- Hold weekly office hours to help students understand the course material/assignments.



Summer Electronics Trainee | **Emmvee Photovoltaics**

Bangalore, India

Jun - Aug 2014

- Performed site evaluation analysis, drafted wiring diagrams, calculated and selected various components for systems based on consumer-specific constraints and requirements.
- Coordinated and worked with a team of 5 other interns to complete projects assigned by the manager utilizing different solar power industry technical software.

Projects

Fantasy Premier League Player Evaluator | **Sports Analytics/Machine Learning** • Python

[In Progress]

- Developing a soccer player performance prediction model in a two-person team by training our multivariate regression algorithm on historic English Premier League data. Currently in the early-mid stages of development.

Distributed Database Simulation | **Computer Networks** • C++

[ruthvik.com/Distributed-Database-Simulation]

- Coded a 3-Server/2-Client network model that communicates via TCP and UDP sockets to simulate a distributed hash table.

Virtual Retail System | **Data Structures** • C++

- Developed a program that features data encryption, product recommendations based on similarity vectors, an exhaustive search algorithm that leverages Splay Trees for efficiency purposes and a GUI developed using the Qt libraries.

UEFA Champions League Leveraged Goals | **Sports Analytics** • Python

[ruthvik.com/Champions-League-Leveraged-Goals]

- Developed a leveraged goals model and wrote a program to scrape and statistically analyze European Soccer Champions League data to determine the value of individual goals.

Human Logistics | **Android Web App** • HTML, CSS, JQuery

- Conceived of a startup concept with a vision of transforming international courier services and developed the front-end of an accompanying web app in a two person team.
- Concept and app placed 3rd in an innovation competition hosted by Intel and the Bangalore Chamber of Industry & Commerce that was contested by over 500 teams.

Leadership

Head of Publicity | **AAAI at USC** May 2015 - Present
International Event Coordinator | **Project Africa** 2013

Awards & Honors

Deans List | **USC** Fall 2014, Spring 2015
Finalist | **BCIC/Intel Innovation Contest '13** Jan 2014