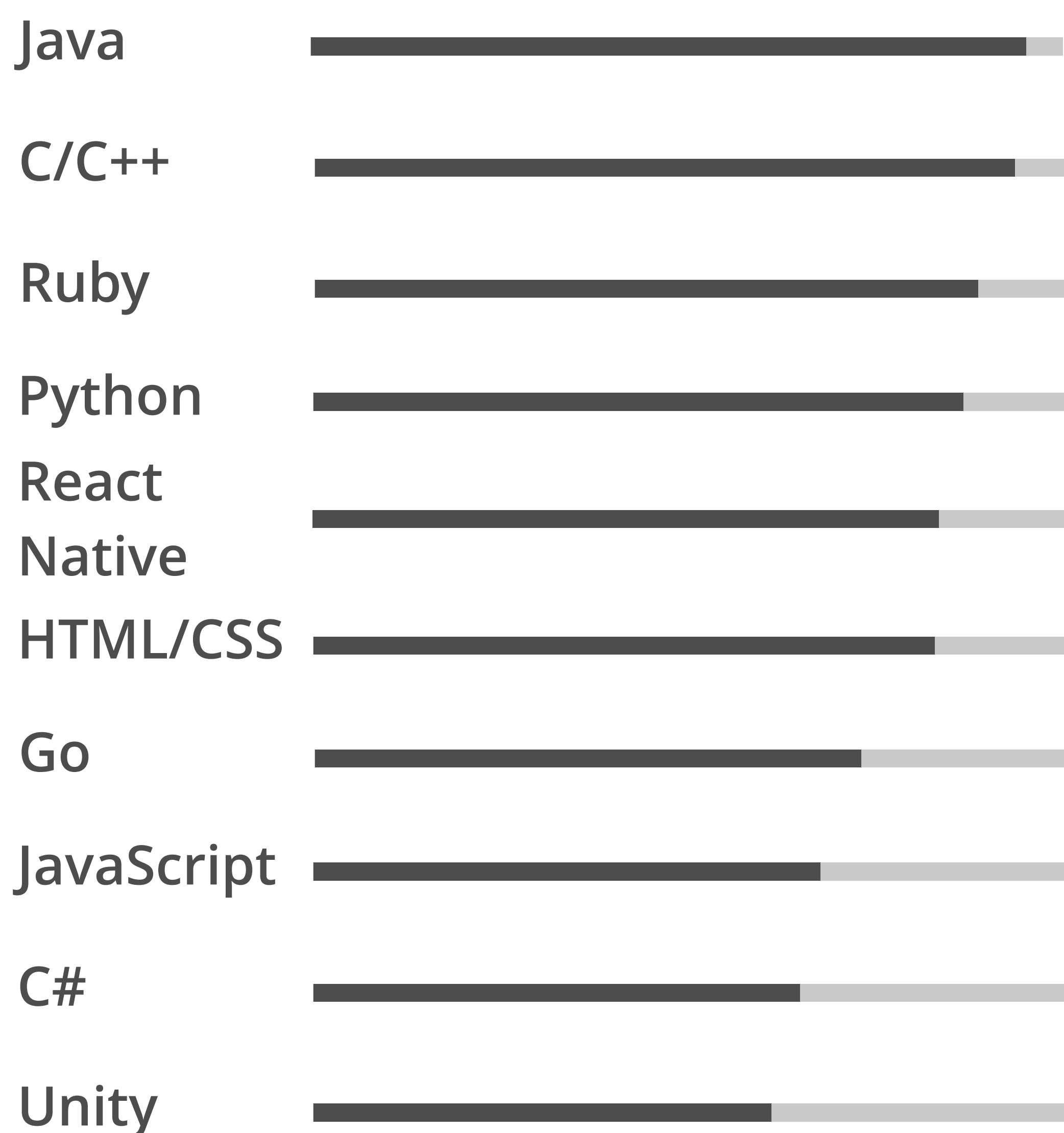


SKILLS



EDUCATION

University of Southern California

B.S. Computer Engineering & Computer Science

Minor in 3D Computer Graphics & Modeling

Aug 2014 - May 2018

LEADERSHIP

USC ACM SIGGRAPH

President

Lead board members in the creation and organization of ~8 workshops, industry panels, and networking events every semester to an audience of 400+, to foster interest in computer graphics, animation, and interactive techniques

Jan 2016 - Present

USC Drishti

Co Captain

Create and teach Indian Classical dance routines to team members for competitions and performances

Aug 2014 - Present

EXPERIENCE

Maano: Virtual Farmer's Market

Sept 2017 - Nov 2017

Frontend Developer, Project Manager

Senior Capstone / World Food Programme

- Designed prototypes for and implemented chat, inventory, and map features in React Native for rural farming e-commerce Android app
- Moderate conversation between team and client to relay questions and progress, obtain resources for the team, and set up meetings

Rainforest QA

May 2017 - Aug 2017

Software Development Intern

- Supported the backend of the product by developing in Ruby to respond to bugs and client feedback
- Increased accessibility of test creation and debugging for clients' developer teams by adding feature flags in Golang to custom CLI
- Revamped video player on client test reports, enhancing video navigation to enable more efficient bug review by users

Principles of Software Development

Aug 2016 - Present

Course Producer (TA)

- Lead students in labs to expand their understanding of intermediate coding practices such as networking and multi threading in Java
- Mentor students on full stack development through assignments and group projects that integrate Java into HTML/CSS and JavaScript

PROJECTS

Money Grows on Trees

Apr 2017

C#, Unity, Oculus Rift, Leap Motion

LA Hacks: Best Gaming Hack & Best Use of API

- A Minecraft inspired VR stock market game backed by historic data from companies on the BlackRock Aladdin API that engaged and educated players on the basics of stock transactions
- Identified and leveraged team member strengths and interests to blue print project specs and divide roles

Pro Paint

Oct 2016

XCode, C++

- Produced Paint inspired app with programmatically customizable tools including free draw, move, and clone
- Used wxWidgets library and smart pointers to maintain history and let user import and export images

Sorry! Emulator

Sept 2015 - Dec 2015

Eclipse, Java

- Built the classic board game as an app with single and multi player mode through bot logic, multithreading, and networking
- Created UI from scratch in Java Swing to mirror original gameplay and provide an immersive retro experience