Vishank Rughwani

vishankr@uw.edu | (206) 779-0600 | vishankrug.com | linkedin.com/in/vishank-rughwani

EDUCATION

University of Washington, Information School   Sep. 2018 – Jun. 2022

Bachelor of Science in Informatics - Software Engineering & Data Science, Minor in Entrepreneurship   Seattle, WA

- **Overall GPA:** 3.7 | **Major GPA:** 3.9 – Annual Dean's List
- **Relevant Coursework**: Data Structures and Algorithms, Front-End Dev., Databases, Core and Advanced Methods in Data Science, Elements of Statistics Methods, IOS Mobile Dev., Software Architecture, Design and Research Methods
- **Languages:** Java, Python, JavaScript, NoSQL, SQL, R, HTML, CSS, C++, C, TypeScript, Swift
- **Frameworks & Libraries:** ReactJS, Numpy, Scikit-learn, Pandas, Plotly, Dplyr, PyTorch, Tensorflow

WORK EXPERIENCE

Front-End Engineering Teaching Assistant: *UW iSchool – Seattle, WA*   Jan. 2021 – Present

- Taught 35 students HTML/CSS, React.js, and Firebase to create web apps with weekly sections and office hours
- Oversaw and advised 27 projects from designs on Figma to deployment as a functioning React app that uses Firebase
- Devised course material for 105 students to apply concepts learned from lecture in their web apps

Data Science (Machine Learning) Intern: *Blackstraw – Seattle, WA*   Jun. 2021 – Aug. 2021

- Researched and presented the fundamentals of reinforcement learning, multi-agent relations, and soft actor critics to the data science team by demonstrating how an agent in CityLearn (OpenAI Gym Environment) functions
- Assisted the data science team in building a GAN model with PyTorch to generate training data for a project
- Led the intern team by delegating tasks, setting internal deadlines, and relaying the goals set by our manager

Front-End Engineering Intern: *Satchl – Seattle, WA*   Jun. 2021 – Sep. 2021

- Used Figma to redesign the user experience for the sign-up and log-in processes based off the CEO's vision
- Implemented the designs on Satchl's web application on XAMPP using HTML, CSS, and JavaScript to create a cleaner, more trusted user experience

LEADERSHIP

Director of Rho Tech: *Alpha Kappa Psi – Seattle, WA*   Sep. 2021 – Present

- Led a team of 7 to work towards building a web app for potential members for a better rush experience
- Conducted workshops to teach 60 fellow brothers of AKPsi topics like IOS development and data analytics

Director of Protothon: *DubsTech – Seattle, WA*   Mar. 2020 – Jun. 2021

- Directed the Protothon with over 1300 sign-ups, and solicited $11,850 in prizes from Adobe and Agora.io
- Delegated tasks within the team and secured participations from sponsors, mentors, and judges from industry
- Served as the intermediary between cross-functional teams for designs, analytics, engineering, and marketing

PROJECTS

Product Manager: *Cards for humanity*   Oct. 2021 – Present

- Led a team of 4 to launch a new card game in the board game market
- Responsible for the product strategy, roadmap, and managing the profit and loss sheet
- Coordinated communication between the investors and my team to organize funds

Front-End Engineer: *Huskler*   Nov. 2020 – Mar. 2021

- Developed a social website for students to find others with similar interests using HTML, CSS, React.js and Firebase
- Added multiple features including database functionality, search, and authentication
- Created media queries to ensure a seamless UX on different screen sizes and accounted for disabilities

Data Analyst: *GDP vs. Hate Crimes by State*   Jan. 2020 – Mar. 2020

- Published a Shiny application with RStudio to raise awareness about the negative effects of hate crimes
- Cleaned and extracted data using R and developed an interactive visualization with plotly and ggplot
- Conducted a statistical analysis to show a relationship between GDP and hate crimes