ZARAN LALVANI

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PRESENT ADDRESS
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PERMANENT ADDRESS
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OBJECTIVE

I am seeking internship experience in a professional environment that involves computer programming and opportunities for creativity in design and the arts.

EDUCATION

Rensselaer Polytechnic Institute, Troy, NY
Bachelor of Science, Computer Science, expected Spring 2017
Expected Minor in Electronic Arts
G.P.A. 3.77/4.0, Dean's List

EXPERIENCE

Design, Programming Intern — Summer 2015
Center for Experimental Structures, Pratt Institute — New York, NY
Worked on an actuated structure (physical computing) and a morphological research project involving algorithmically generated spatial configurations. Used Arduino, Processing, Python, and Rhinoceros.

Observatory Web Developer — Fall 2015
Rensselaer Center for Open Source Software, RPI — Troy, NY
Full stack developer for Observatory, the dashboard for tracking RCOS projects. Used JavaScript (Express, Angular, Mongoose) and HTML/CSS.

Sia-UI Developer — Spring 2015
Rensselaer Center for Open Source Software, RPI — Troy, NY
Developer for Sia-UI, the user-facing front-end for Sia, a decentralized cloud storage platform aimed at giving users control of their data. Used JavaScript (Node.js), Electron, Dart, and Less.

Web Developer, Administrator — 2011 - 2014
Lalvani Studio — New York, NY
Web designer/developer and administrator for studio website, hardware and software support for studio environment, photographer and graphic designer for studio materials. Used JavaScript, HTML, CSS, and WordPress.

RELEVANT COURSEWORK

Machine Learning From Data - The fundamentals of machine learning.
Data Structures - Uses C++ to study important data structures and their implementation.
Operating Systems - The structure of operating systems and their implementation.
Computer Algorithms - Algorithms and the mathematical techniques to analyze them.
Computer Organization - Assembly languages and low-level computer systems.
Multivariable Calculus & Matrix Algebra - Calculus, linear algebra, and their applications.
Animation I, II - Students use Maya to create directed 3D animations and learn the 3D modeling pipeline.
Advanced Digital 3D Projects - Studio course with attention to concept, process, and finish.
Advanced Drawing - Developing technique and style.

SKILLS

Languages: C++, C, Python, C#, Java, JavaScript, HTML, CSS, LaTeX, PHP, SQL, MIPS Assembly
Software / **Frameworks:** Git, Visual Studio, Creative Suite, Sony Vegas, Maya, Arduino, Processing, openFrameworks, Rhinoceros
Operating Systems: Windows, Linux (Debian-based), OSX
Animation: 2D (Adobe Flash), 3D (Maya)
Drawing: Graphite, charcoal, digital
Photography: Architectural, life, design