Ashwin Vivek

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

B.S in Computer Science

Expected June 2020
GPA: 3.81

HSSEAS Dean's Honor's List

LINKS

🏠 www.ashwin9798.github.io
🐙 github.com/ashwin9798
in linkedin.com/ashwin-vivek

COURSEWORK

FRESHMAN

Data Structures and Algorithms
Computer Organization
Calculus of Several Variables

SOPHOMORE

Logic Design of Digital Systems
Operating Systems
Algorithms and Complexity
Software Construction Laboratory
Computer Graphics

SKILLS

LANGUAGES

- C++
- Swift
- JavaScript
- Golang

FRAMEWORKS/LIBRARIES

- Node.js, Express
- jQuery, HTML/CSS
- React.js, Redux
- Flask

DATABASES

- Firebase
- MySQL
- MongoDB

AWARDS/HONORS

- Top 5 - Facebook Hacker Expo
- Best Hack - Hack on the Hill
- Best Mobile Hack - Hack on the Hill 2

SOCIETIES

ACM • Club Tennis • QuizBowl • DevX

EXPERIENCE

JARDINE ONE SOLUTION | Software Engineering Intern - IoT

Jun 2017 – Sep 2017 | Hong Kong

- Using Python, programmed a GPS system on a Raspberry Pi to track the path information of Hong Kong University buses.
- Built and deployed a RESTful Node.js server on top of a MySQL database to handle real-time GPS data feed from the Pi.
- Optimized size of database queries by computing the speed of the bus at different intervals, increasing efficiency of AJAX requests by ~3x.
- Integrated multiple Google Maps APIs in an interactive front-end web app using jQuery, JavaScript, and HTML.

UCLA DEVX | Senior Software Developer

Apr 2017 – Present | Los Angeles, CA

- DevX builds technological solutions for problems faced by Bruins at UCLA.
- In Spring 2017, my team designed BruinScan: A class scanner for UCLA students to inform them when spots in classes become available, and ML to recommend an optimal schedule.
- Worked with React.js, HTML/CSS on the frontend and Flask on the backend.

PROJECTS

JEO-PLAY! | iOS Developer | Swift, Firebase, Alamofire

Dec 2016 – Feb 2017 | Los Angeles, CA

- Created a tool for aspiring contestants to prepare for Jeopardy! in a realistic way.
- Scraped J-Archive to provide real questions in the game board format, and integrated Apple Speech Framework to allow users to answer with voice.
- Implemented a real-time, multiplayer mode using Firebase.

RESERV | Web Developer | JavaScript, Python

Aug 2017 – Present | Hong Kong

- Building a facility reservation system for tenants in my apartment complex.
- Developing interface for clubhouse to manage payments using Stripe API.

GOPHER TRACE | Computer Graphics | Golang

Jun 2017 – Present | Hong Kong

- Implemented a Ray Tracer in Go that renders 3 dimensional items in a configurable world.
- Improved the overall performance of the program by configuring properties at runtime, using the Go flag package.
- Rendered materials of different types, including Lambertians, metals, and dielectrics.

NECTOR | Honorable Mention at Facebook Hacker Expo | Swift

Oct 2016 – Dec 2016| Los Angeles, CA

- Developed a real-time, social networking application in iOS that helps users within a modifiable radius break the ice with one word.
- Wrote an algorithm integrating Apple CoreLocation, to create a modifiable geofence.

SHERLOCK.AI | iOS Developer | Swift

Jan 2017 | Santa Barbara, CA

- Developed an intelligent recruitment assistant that matches users to companies using IBM Watson tone analysis.