

Rajat Mehndiratta

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Skills Languages: Python, C, Java, JavaScript, SystemVerilog, Swift, SQL, HTML/CSS, PHP
Tools: git, vim, React Native, Wiring, Angular, Bootstrap, Ionic
Learning: machine learning, natural language processing, MATLAB/Octave

Education **Carnegie Mellon University** August 2014 - May 2018 (expected)
B.S., Electrical and Computer Engineering (expected)
Coursework: Advanced Mobile Robot Development (16-865), Machine Learning (10-601),
Introduction to Computer Systems (18-213), Natural Language Processing (11-411),
Signals and Systems (18-290), Structure and Design of Digital Systems (18-240)
Involvements: Mock Trial (Captain), SDC Buggy (Mechanic), hackathons

Experience **Software Engineering Intern** January - July 2016
Suitable (suitable.co), AlphaLab alum edtech startup
Developed iOS and Android application using React Native and Redux; added features to
AngularJS/Grails-based web application and integrated third-party APIs
Research Assistant and Developer April - June 2015
Human-Computer Interaction Institute, Carnegie Mellon University
Developed backend tools to parse geolocation data and worked on Android-based app to
track user location and activity to help power machine learning-based destination prediction

Projects **SCOT-T Lunar Rover (Comms, Hardware, and UI Teams)** January - May 2016
Used: C/C++, Node.js
Worked on development and testing of UDP-based communications system for 4.5kg Cube
Rover standard, formalized and documented sensor architecture, and revised design and
usability guidelines for user interface intended for Earth-based human operators
SpitBars (Kent Hack Enough 2015) October 9-11, 2015
Used: Python, Flask, IBM Bluemix
Built algorithmic analysis for freestyle rap using natural language processing in order to
create game where two players could compete in rap battles and visualize their flow
FifthSense (PennApps Fall 2015) September 6-8, 2015
Used: Arduino, Python, Flask, Linode, Java, Android
Worked on bidirectional input/output device to allow visually impaired people to use
smartphones and similar devices conveniently and efficiently within mobile contexts
Sighting (SteelHacks 2015) March 27-29, 2015
Used: Python, Flask, Amazon Web Services (EC2, DynamoDB)
Developed mobile- and web-based crowdsourced platform and application programming
interface to let users track items or events they want to find or avoid locally and in real time

Honors Grand Prize, Best Hardware Hack, Best AlphaLab Gear Hardware Hack PennApps Fall 2015
Most Impactful, Best Use of Amazon Web Services SteelHacks 2015
First Place Kent Hack Enough 2015