

# Ashvin Ranjan

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## Education

**University of Washington** | June 2028

*Bachelor of Science in Computer Science*

**Skyline High School** | June 2024

**GPA: 4.0/4.0**

*International Baccalaureate Diploma, High School Diploma*

- **Accolades:** National Merit Scholarship Finalist

## Experiences

**Backbone** | A mobile gaming peripherals company.

*Intern* *March 2020 - August 2020*

- Created an iOS application with Swift to send live stream data to a computer via USB to an OBS plugin for recording or streams.

**Outreach Inc.** | A marketing and outreach company.

*Intern* *June 2021 - August 2021*

- Collaborated with the calendaring experiences team in order to solve bugs in the calendar of the Next.js-based company website.
- Started work on additional sections of the company website involving image processing and uploading by users, utilizing Next.js.

*Intern* *July 2022 - August 2022*

- Asked to return after the previous year's internship to plan and create a project under the company's development tooling team.
- Utilized Go to develop a backend and command line interface to create company GitHub repositories with custom templates.
- Translated Ruby code into Go and created a custom YAML specification to allow for the creation of custom repository templates.

**Inspirogram** | A Computer Science education non-profit.

*Intern* *May 2022 - January 2023*

- Volunteered to help develop the website and write courses for the non-profit, which would be used to teach students in Tanzania.
- Utilized Next.js to help develop the website. Wrote courses on Unity and React.js software development and made presentations.
- Taught online classes to groups of students in Tanzania regarding website development using the organization's course materials.

## Projects

**N** | [github.com/nbuiling/N-lang](https://github.com/nbuiling/N-lang) *December 2020 - September 2022*

- Published documentation for the strictly-typed programming language that involved features such as generics, currying, and async.
- Developed an interpreted branch with Python and a transpiled to Javascript branch in Typescript in a team with other developers.

**Skyblock Tools** | [github.com/skyblock-tools](https://github.com/skyblock-tools) *July 2021 - September 2022*

- Collaborated with an international team of seven developers to create a Minecraft modification with web and Discord integration.
- Refactored the Python-based backend code into Rust to help overall computational efficiency, halving the server processing time.
- Reached over 3,000 active users by the end of the project lifespan with over 60 users paying, causing the project to be profitable.

**Disadus** | [github.com/disadus](https://github.com/disadus), [disadus.app](https://disadus.app) *August 2021 - April 2022*

- Produced a learning management system with other students reaching over 300 registered users and over 10 student communities.
- Helped with planning and developing the Next.js website and Typescript backend, utilizing MongoDB, node mailer, and Firebase.

**EMP** | [github.com/Ashvin-Ranjan/EMP](https://github.com/Ashvin-Ranjan/EMP) *September 2021 - January 2022*

- Documented a bytecode schema for data packaging that is more efficient than Non-Binary Tags and Javascript Object Notation.
- Developed a library and command line interface for the schema in Rust, published on crates.io with more than 3,000 downloads.

## Skills

Languages: Typescript, Javascript, Rust, Go, Python, Swift, Java, C#

Next.js and React Frontend development

Typescript, Rust, and Go backend development

Android and iOS app development

Game Development with Unity

Japanese (JLPT N3 Certification)