

JESHWIN PRINCE

Pittsburgh, PA | (408) 361-0828 | jeshwinprince@gmail.com

<https://github.com/Jeshwin> | www.linkedin.com/in/jeshwinprince | <https://jeshwinprince.com/>

EDUCATION

Carnegie Mellon University

Pittsburgh, PA

Master of Computational Data Science

December 2027

- GPA: 3.3/4.0
- Relevant courses: Machine Learning, Distributed Systems, Cloud Computing

Santa Clara University

Santa Clara, CA

Bachelor of Science in Computer Science and Engineering, Minor in Mathematics

June 2026

- GPA: 3.9/4.0, Magna Cum Laude
- Relevant courses: Algorithms and Data Structures, Operating Systems, Compilers, Artificial Intelligence
- Academic honors: Dean's List Scholarship, University Honors Program, Tau Beta Pi, George W. Evans II Prize

RELEVANT EXPERIENCE

Full-Stack Developer, *Human-Computer Interaction Lab*, Santa Clara, CA

June 2024 - June 2026

- Developed a comprehensive mobile app review tool giving non-technical HCI researchers direct access to iOS and Android app store data across millions of listings, scraping up to 100,000 reviews per app through a Node.js pipeline behind a React and Material UI interface
- Designed a concurrent request scheduler that parallelized scraping across four workers for ~4× throughput, degrading gracefully under upstream rate limits and timeouts
- Integrated six concurrent endpoint health monitors so the interface stayed usable through backend outages
- Ran requirement-gathering interviews that shaped three release cycles of prioritized features

Mobile App Development Intern, *EinNel Technologies*, Chennai, Tamil Nadu, India

August 2023 - November 2023

- Delivered fourteen weekly research presentations to team through virtual meetings and live demonstrations
- Authored an eight-page technical brief for each, producing ~55 pages of internal reference documentation adopted for onboarding and developer training
- Reengineered the company's attendance software in Flutter within one month, delivering a redesigned interface to roughly 100 employees

OTHER EXPERIENCE

Student Grader and Tutor, *Santa Clara University*, Santa Clara, CA

March 2024 - June 2026

- Graded 100+ submissions monthly for over 125 students in upper-division physics and cryptography courses, devising a consistent rubric and detailed annotations applied across the full cohort
- Tutored ten students weekly one-on-one, adapting explanations of proof-based mathematics and physics concepts to individual learning styles

PROJECTS

BridgeIDE (<https://github.com/Jeshwin/BridgeIDE>)

September 2025 - June 2026

- Led a four-person team to develop a browser-based IDE that gives CS students pre-configured, per-assignment coding environments across eight language toolchains, eliminating local setup as a barrier to team-based coursework
- Architected simultaneous scalable project execution and access using Docker Compose and PostgreSQL, isolating each session container by network to safely run student code on EC2; stress-tested to hundreds of concurrent containers
- Implemented SAML-based university SSO for permissions-based student and instructor authorization
- Won the Computer Engineering session at SCU's 2026 Engineering Conference against six other teams

Systems Programming in C, Introduction to Computer Systems, CMU

August 2026

- Implemented a dynamic memory allocator in C using segregated free lists with boundary-tag coalescing
- Built a concurrent HTTP proxy with multithreaded request handling, a Unix shell with signal-driven job control, and a mutex-synchronized filesystem, working across sockets, processes, and thread safety

Image Classification Inference Service, Foundations of Computational Data Science, CMU

August 2026

- Trained and benchmarked PyTorch LeNet and AlexNet CNN on CIFAR-10 dataset, reaching 80% test accuracy
- Built end-to-end Azure ML pipeline, packaged model behind REST API and deployed to Azure Container Instances

C Compiler, Compilers, Santa Clara University

March 2025 - June 2025

- Implemented a compiler for a subset of C in C++ and ANTLR, using recursive-descent parsing and semantic analysis with type checking to generate 32-bit x86 assembly

react-layman (<https://npmjs.com/package/react-layman>)

April 2024 - Present

- Authored and maintain an open-source React/TypeScript tiling window manager, peaking at 300 weekly npm downloads across 25 releases shipped through a GitHub Actions CI/CD pipeline that type-checks, tests, and publishes on merge
- Modeled layouts as a recursive tree addressed by integer paths, routing all mutations through a single typed reducer with a type-level invariant guaranteeing at least two children per internal node

SKILLS

Technical Skills: HTML, CSS, JavaScript, TypeScript, React, Node.js, Next.js, SQL, NoSQL, Flutter, Docker, Kubernetes, AWS, Azure, GCP, Firebase, Bash, Linux, Python, C, C++, Golang, Rust, ARM, Git, GitHub, PyTorch, Java, Spark, Terraform, Kafka