RONAN MAHARAJ

🌐 bronan.dev

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Education

Rochester Institute of Technology   September 2022 - December 2026 (Expected)
Bachelor's of Science in Computer Science   *Rochester, New York*

Experience

Respell   July 2024 - Present
Software Engineer   *San Francisco, California*
- Working at a venture-backed startup in San Francisco, specializing in AI-driven workflow automations.
- Developed automation solutions for platforms like LinkedIn and Instagram, empowering marketing firms to build dynamic, scalable workflows.
- Led the development of an AI-powered code generation pipeline to streamline the creation of new service integrations.

JDocs   Feburary 2023 - August 2023
Software Engineer   *Rochester, New York*
- Collaborated with researchers to design and implement a testing framework for evaluating Large Language Models, based on many contexts such as legal accuracy.
- Developed an advanced data scraping and organization application for law firms, optimized for specific hardware, resulting in a sleek web application that streamlined data management.
- Integrated apps with Amazon S3 services, enhancing data storage and retrieval efficiency.

NewsAt7   September 2021 - December 2021
Journalist, Video Editor, Camera Operator   *Piarco, Trinidad and Tobago*
- Conducted comprehensive newsroom operations, including video editing, interviews, and story writing, ensuring high-quality news content.
- Enhanced visual quality of news segments through meticulous video editing and post-production techniques.
- Conducted in-depth interviews with local officials, gathered relevant information, and crafted compelling news stories adhering to editorial standards.

Projects

NES-Emulator.rs | *Rust, Assembly, Low level*
- Developed an NES Emulator in Rust, accurately emulating the 6502 CPU and PPU graphics to run classic NES games with high fidelity.
- Implemented low-level CPU instructions and graphics rendering, demonstrating a deep understanding of system architecture and performance optimization in Rust.
- Applied debugging and testing techniques to ensure accurate emulation and smooth gameplay, enhancing my problem-solving skills and attention to detail.

bronan.dev | *React, Typescript, Bun*
- Developed a responsive personal website using React, Next.js, and Tailwind CSS, showcasing my portfolio, blog, and contact information with a focus on performance and user experience.
- Implemented server-side rendering and static site generation with Next.js, enhancing SEO and load times for an improved user experience.

Technical Skills

Languages: Typescript, Javascript, Java, C, C++, Python, Go, Rust
Technologies/Frameworks: Linux, Docker, Postgres, React, Next.js, Vue, Nginx, Sentry, GCP

Involvement

Retro Games Club   January 2024 - Present
Treasurer   *Rochester Institute of Technology*
- Managed the club's budget and financial records, ensuring accurate tracking of expenses and revenue to maintain financial health and transparency.
- Implemented efficient financial processes and reporting systems, streamlining budget approvals and enhancing financial planning for club activities and events.
- Spearheaded the planning and execution of club meetings and events, ensuring smooth operations, engaging activities, and fostering a collaborative environment for all members.