

Rohan Cherukuri

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EDUCATION

University of Minnesota - Twin Cities

Minneapolis, MN

Bachelor of Science in Computer Science | GPA: 3.63 | CSE Dean's List

Aug. 2023 – May 2026

Student Engagement: MinneHack, Competitive Programming (Club Treasurer and ICPC participant), Rocket Team

EXPERIENCE

Founding Quant Engineer

Jun. 2026 – Present

Crebit

Chicago, IL

- Built independent probabilistic pricing models combining deep learning and gradient-boosted ensembles for USDC/USDT pairs against BRL, NGN, and COP, forecasting return distributions and volatility to support options pricing (Garman-Kohlhagen) and FX forward rate calculation
- Designed a multi-currency forecasting system that jointly models cross-asset dependencies and regime shifts across multiple time horizons, extending single-pair pricing to a unified architecture
- Deployed the BRL/USD pricing model to production via AWS Lambda, serving live quotes; additional pair-specific models price trades for institutional clients

Software Engineering Intern

Jun. 2024 – Aug. 2024, Jun. 2025 – Aug. 2025

CGI Technologies

Oakbrook Terrace, IL

- Developed a DQN and a Prophet model in Python to dynamically autoscale a Power BI Embedded Capacity
- Integrated active unsupervised learning pipelines for data collection and model optimization via Azure Metrics API
- Attained an estimated savings of \$31,000+ per year per client through improved resource utilization

Undergraduate TA

Aug. 2025 – May 2026

University of Minnesota

Minneapolis, MN

- TA for CSCI 2041 & 2011 (Advanced Programming Principles & Discrete Structures) supporting 200+ students by building an automated CI/CD pipeline to integrate Gradescope with GitHub

PROJECTS

Crop Futures Price Prediction | Python, PyTorch

Jan. 2026 – Jun. 2026

- Developing a deep learning model to forecast crop futures prices using multi-source climate and agronomic data
- Engineering features from NOAA and USDA datasets including temperature anomalies, precipitation indices, and drought severity scores across major U.S. growing regions
- Built attention-based multi-stream LSTM model with climate, agricultural, and market data against PatchTST baselines to achieve a 5.9 vs 5.1 Sharpe ratio over 2-year out-of-sample period

What-If | Python, Rust

August 2025 – December 2025

- Designed an NLP model to classify and reassign character personality from an input movie or tv show script
- Utilized LoRA fine-tuning to reduce trainable parameters by 90%, enabling efficient Qwen2.5-32B fine-tuning on single A100 GPU with 4-bit quantization
- Achieved 0.493 PAS score and 0.838 BERTScore on personality transfer tasks

League of Legends Drafting System | Python

March 2025 – Present

- Designed an agent using a MLP and RNN to draft League of Legends champions for professional team settings, achieving 70% similarity with professional drafts from Worlds 2025
- Utilized Python with BeautifulSoup to webscrape match data for training

TECHNICAL SKILLS

Languages: Python, Rust, C, Java, C++, JavaScript, HTML/CSS

Frameworks, Tools, & Libraries: PyTorch, scikit-learn, HuggingFace, Pandas, NumPy, W&B, Docker, Kubernetes, Git, SQL, React, Node.js

Relevant Coursework: Deep Learning, Distributed Systems, NLP, ML For Healthcare, Modern Cryptography, Data Structures and Algorithms, Operating Systems