Adarsh Jayaram

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Education

Northeastern University, Boston, MA | B.S Computer Science, Business Minor Graduation: **May 2025**
College Extracurriculars: Northeastern Electric Racing Club member (Contributed to maintaining the club website)
American High School, Fremont, California (August 2017 - June 2021)

Technical Skills

Languages: Python, TypeScript/JavaScript, Java, C++, MySQL, Kotlin
Platforms: Git, VS Code, Docker, Vim/Bash, Ubuntu & Red Hat Linux, MongoDB
Frameworks: React, Express, Node.js, Flask

Work Experience

Ghangor Cloud; *Cybersecurity Internship* (August to December 2023)

- Contributed to the development and testing of CAPE, a data privacy software, at GhangorCloud.
- Independently deployed connectors, crafted custom regex patterns, and set up MySQL databases to rigorously evaluate the software's security and data privacy capabilities.
- Learned about data at rest and data in motion: how each type is stored and protected within ISE software.
- Modified a Keycloak extension to align with company-specific needs, showcasing strong problem-solving skills.

Delegates Beyond Borders LLC; *Ecommerce Internship* (January to July 2023)

- Analyzed website traffic and user behavior using Google Analytics to enhance the customer experience.

Projects

Web Crawler (Python | Visual Studio Code | March 2024)

- Programmed the web crawler to automatically login to an HTTPS website using TLS over TCP
- Developed a crawling function to traverse across tens of thousands of pages on a large-scale website
- Created the program from scratch, using raw HTTP manipulation and parsing techniques to extract data rather than libraries such as Beautiful Soup or Scrapy, giving me a better understanding of low level coding.

Distributed Key Value Store (Python | Visual Studio Code | April 2024)

- Carefully scrutinized RAFT documentation to implement a custom implementation of the RAFT consensus algorithm for leader election, log replication, and fault tolerance.
- Managed to successfully create log synchronization between replica messaging under the UDP protocol.
- Ensured reliability by handling PUT/GET request queues and redirects during leader changes and network delays.

Modified Chess Game with AI (Python | Visual Studio Code | December 2024)

- Created a chess game which started off in the terminal and was built up to include a simple and neat UI, highlights of possible moves when a piece is clicked, and other features such as a start screen.
- Produced a moderate to high performing AI which uses heuristics and established chess algorithms to incorporate positional advantages into each play.
- Added lightning strikes which stun random pieces in order to shake up gameplay. Compatible with the AI as well.

References:

Ramu Denduluri, *Senior Director Systems Engineering at **Ghangor Cloud*** | Email: ramu@ghangorcloud3.com
Mahsa Derakhshan, *Algorithms Professor at **Northeastern University*** | Email: m.derakhshan@northeastern.edu