Aarushi Banerjee

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Websites

Portfolio
https://ab3000.github.io

LinkedIn
www.linkedin.com/in/AB99

Education

Cornell Tech (Spring 2022)
MEng in Computer Science
Focus: Deep Learning, Mixed Reality

Purdue University (Fall 2020)
B.S. in Computer Science
Tracks: Machine Learning, Software Engineering
Minor: Mathematics
GPA: 3.78/4.00
Honors: Dean's List, Semester Honors
Involvement: Teaching Assistant (Spring 2019),
Research Assistant (Fall 2019 - Spring 2020)

Skills

Programming
Java, python, C/C++, C#, R: RStudio, SQL,
bash scripting, ARM Assembly

Web Development
HTML, CSS, Javascript, React, Angular, GCP,
Node/Express.js, ejs, jsx

UX/UI + Modeling
Autodesk Maya, Adobe Animate, Adobe
Photoshop, Adobe Illustrate, Unity, iMovie

Languages
English (fluent), French (proficient),
Hindi (basic), Bengali (basic)

Professional Experience

SOFTWARE ENGINEER
Rightfoot · Summer 2022 - Present
- Fullstack development and devops for loan payment APIs.
- Performed auditing (SOC2) to build and obtain client trust.
- Performed on-call rotations to conduct releases and resolve customer payment issues

SOFTWARE ENGINEER
Cisco · Summer 2021
- Contributed to App Hosting, bug-fixing, and cross-compatibility changes in the Catalyst 9400 team.

SOFTWARE ENGINEER I
Honeywell · Spring 2021
- Manipulated conveyor panels in InControlWare to match Autocad specifications.
- Designed and leveraged SQL scripts to manipulate the lengths, positions, and angles of panels in bulk.

MACHINE LEARNING INTERN
UEGroup · Fall 2019 - Summer 2020
- **Single-handedly created a standalone web application from scratch to perform automated chapter marking on videos.**
- Designed a Natural Language Processing algorithm to chapter videos based on sentiment or common topics.

SOFTWARE + MACHINE LEARNING INTERN
Pyxeda AI · Summer 2019
- Crowdsourced data, designed data science projects for AI + Machine Learning customers in Java, Python, and JavaScript + HTML, and did front-end development.
- **Successfully introduced and developed a marketing partnership between Pyxeda and Digital Media Academy.**

INSTRUCTOR / CURRICULUM DEVELOPER
Digital Media Academy · Summer 2016 - 2019
- Designed curriculum and taught students aged 5-18 about AI, game design, robotics, wearable technology, and programming.

Projects

2D AND 3D LOGO DESIGN · Summer 2015 - present
- Constructed, modeled, and animated several 2D and 3D characters, objects and scenes for games, clips, and app logos using Inkscape, Krita, Adobe Photoshop, Adobe Animate, Unity, and Maya Autodesk.

OCULIS · MACHINE LEARNING PROGRAMMER · Fall 2019 - Fall 2021
- Built a chrome extension that crawls through a website in real time with an interdisciplinary team. Formed a startup, Crystal AI.
- Single-handedly designed a natural language processing algorithm to extract vital information from the page.
- **Won first place, most technical, best prototype, and best UI/UX recognition for this project in HACKXD, 2019.**
- **Featured on a newspiece on Fox59 and CBS4.**

RENDERDRAGON BY CS407 + MICROSOFT · TEAM LEADER / SOFTWARE ENGINEER · Fall 2020
- Led a group of seven students in preparing code under a Minecraft repository for open-sourcing under Microsoft.
- Coordinated communication of information amongst team members, Microsoft mentors, and CS407 professors.