

# Aarushi Banerjee

ab2424@cornell.edu

## Websites

Portfolio  
<https://ab3000.github.io>

LinkedIn  
[www.linkedin.com/in/AB99](http://www.linkedin.com/in/AB99)

## Education

Cornell Tech (Spring 2022)  
M.S. in Computer Science

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,  
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

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-web development.  
- Successfully introduced and developed a marketing partnership between Pyxeda and Digital Media Academy.

### INSTRUCTOR / CURRICULUM DEVELOPER

Digital Media Academy · Summer 2016 - 2019  
- Developed curriculum for a game design course geared to elementary and middle schoolers.  
- Engaged students aged 5-18 in animation, app development, artificial intelligence, wearable tech, and programming with Java.  
- Mentored girls in the Made by Girls program to encourage their exploration of Java and AI.

## Projects

### OCULIS · MACHINE LEARNING PROGRAMMER · Fall 2019 - present

- 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.

### 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.