

# ARUNAV SAHA

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## EDUCATION

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### Bachelor of Computer Science, Memorial University

June 2021 - Present

- Key courses: **Robotic Manipulation**, **AI and Game Dev**, **Data Visualization**
- Maintained a 3.65 GPA
- Expecting to graduate Spring 2025

## EXPERIENCES

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### Peer-Assisted Learning (PAL) Leader — Memorial University (Psychology Dept.)

Jan 2025–Present

- Facilitate interactive study sessions to reinforce key psychology concepts for students
- Develop learning materials and practice exercises to improve student understanding

### Coding Instructor — Memorial Engineering Outreach

June 2023–August 2024

- Provided coding lessons for young people, grades 1–12 (Python, Java, Arduino)
- Conducted cybersecurity and privacy management sessions

### Autonomous Vehicle Researcher — Memorial University

May 2023–Dec 2023

- Conducted simulations to enhance edge computing efficiency in autonomous vehicles using Carla Sim and Unreal Engine
- Developed and tested real-time edge computing models to optimize decision-making in autonomous vehicles

### AI Policy Researcher — Memorial Governance Secretariat

January 2023–June 2023

- Conducted research on the impact of generative AI on academic plagiarism
- Submitted a report and proposed countermeasures for University Policy

## SKILLS

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**Programming Languages:** Python, Java, C++, JavaScript, C, C#

**Web / Mobile Development:** HTML, CSS, Astro, Node.js, React, Flutter, Dart

**Other:** Arduino, TinkerCad, Unity VR, Pandas, Jupyter, Pygame

## PROJECTS

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### VR Simulation

- Used Unity to build a VR project for SteamVR and Oculus
- Designed a scenario with an event chain and contributed to world-building, asset generation, and implementing minor functionalities

### Portfolio Website

- Designed and developed a personal portfolio website to showcase projects, skills, and achievements
- Implemented using HTML, CSS, and JavaScript (Node.js and React framework) for a responsive and interactive user experience

### Dungeons of The Wild

- 2D platformer built with C++, SFML, and ImGui for COMP 4300: Game Programming
- Watch the demo at [YouTube link](#)
- Notable mechanics: Multiple abilities, swappable weapons, and AI-driven NPCs

## AWARDS

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- 2nd Place, Team ArcticTales, **HackFrost 4.0** (February 2024)
- Best Design, Team Connect2, **D.O. IT Hackathon** (May 2024)