

ARUNAV SAHA

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EXPERIENCES

Autonomous Vehicle Researcher — Memorial University May 2023 - Dec 2023

- Conducted simulations to enhance edge computing efficiency in Autonomous Vehicles
- Investigated Ems vehicles, lane allocation, variable speed, and v2v communication

Resident Assistant — Memorial University Residences May 2022 - Present

- Best RA award 22–23 year
- Skills: Leadership, communication, conflict management, first aid

Coding Instructor — Memorial Engineering Outreach June 2023 - August 2023

- Provided coding lessons for young people, grades 1 - 12 (Python, Java, Arduino)
- Conducted cybersecurity and privacy management sessions
- Worked on robotics projects and troubleshooted various apps and systems

AI Policy Researcher — Memorial Governance Secretariat January 2023 - June 2023

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

Professional Photographer — Memorial University November 2021 - August 2023

- Engaged in digital marketing, event coverage, portrait, and architectural photography
- Collaborated with the residence marketing department to create promotional materials

EDUCATION

Bachelor of Computer Science, Memorial University June 2021 - Present

- Maintained an 82%+ average in core courses
- Received a 100% International Undergraduate Entrance Scholarship

TECH SKILLS

Programming Languages Proficient: Python, Java, C++, JavaScript. Familiar: C, C#

Web Development Proficient: HTML, CSS, Astro, Node.js. Familiar: React, Flutter

Other: Arduino, TinkerCad, Unreal Engine, Unity, Linux, Photoshop, Luminar AI, Pandas

PROJECTS

Portfolio Website: waitingtodeploy.com

- 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
- Integrated multiple APIs to dynamically import information for enhanced content and interactivity

Ninja Adventures (C++ with SFML/ImGui) - 2D Platformer

- ECS architecture with SFML and ImGui
- Core Features:
 - Main menu, overworld map, and dynamic in-game elements
 - Notable mechanics: Multiple abilities, swappable weapons, and AI-driven NPCs
 - Comprehensive UI, parallax for depth, and dynamic game progression

VR Simulation (Unity Engine, SteamVR, Oculus)

- Virtual Reality project designing a scenario with an event chain
- Contributed to world-building, asset generation, and implemented minor functionalities
- Due to NDA constraints, specific details cannot be disclosed