



# ABHINAV DARAM

Student

## CONTACT

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## ABOUT ME

Hello! I'm Abhinav Daram, a passionate technologist pursuing a BSE in Computer Science at the University of Michigan. My interests include technology, cybersecurity, robotics, business, aviation, and sports.

I am eager to explore opportunities in cybersecurity, focusing on protecting digital assets and enhancing security measures. With a solid foundation in robotics and computer science, I am excited about technology's potential to transform industries and improve lives. I am dedicated to using my skills to make a meaningful impact.

## SKILLS

**Hard Skills:** Data Analysis, Networking, Security Tools, Java, OS Knowledge (Linux and Windows), Cryptography, Networking Fundamentals

**Soft Skills:** Communication, Leadership, Responsibility, Teamwork, Flexible, Problem Solving, Time Management, Critical Thinking, Creative

## LANGUAGES



English



Telugu

## AWARDS



**Commended through NMSP (2023)**  
Troy Athens High School and NMSP



**Congratulatory Letter of Encouragement (2021)**  
Environmental Protection Agency



**SEFMD Category Award: 5 (Green Ribbon - Excellent) (2021)**  
SEFMD



**Golden Screwdriver (2022)**  
Troy Argonauts Robotics



**National Cyber Scholar**  
National Cyber Scholarship Foundation

## EDUCATION

### COLLEGE

- University of Michigan
  - Pursuing a BSE in Computer Science
  - 2024 - Present

### HIGH SCHOOL

- Troy Athens High School
  - Troy, MI, USA
  - August 2020-June 2024
  - Summa Cum Laude Graduate

## EXPERIENCE

### SWE FELLOW AT HEADSTARTER AI

**July 2024-Present**

- An intensive Software engineering fellowship projects where we built 7 projects in 7 weeks ranging from full stack applications to Machine learning models.

### MEMBER OF FIRST ROBOTICS COMPETITION (FRC) TEAM

#### 8728: TROY ARGONAUTS

**September 2021-May 2024**

- Lead for Troy Robotics Foundation (TRF) Projects
  - Create Resources for FIRST Tech Challenge (FTC) teams in the Troy School District as well as plan and lead workshops for both students and Coaches
- Controls (Programming) Department Lead
  - Led the programming subgroup of the robotics team. Coordinated with the other subteam leaders and the overall team leadership to ensure that the programming efforts align with the broader team goals and timelines. Oversaw the development of the robot's software, including autonomous and teleoperated modes, sensor integration, and communication with other parts of the robot.
- Controls Project Director
  - Co-led Vision Processing group which programs cameras and sensors to better improve the performance of the robot
- Hands-On (Fabrication) Lead
  - Assisted with building key components of the 2022 and 2023 robot
- Assisted with Electrical Tasks
  - Helped with the wiring and rewiring of the robot as well as fixing electrical issues
- Worked in the pits
  - Assisted with building, electrical, and programming issues during competitions in the pits
- Drive Team Member
  - Operated robot during competitions and worked with other robotics teams to strategize upcoming matches.

## EXPERIENCE CONT.

### GRADER/TEACHER AT TROY KUMON NORTH

**August 2023-June 2024**

- Grade students work from days where class is not running
- Provide assistance to students for both Math and English helping them better grasp concepts and excel in the future

## PROJECTS

### AI FLASHCARDS

**August 2024**

- Overview: Allowed users to make personalized flashcards and used Stripe to pay for versions. Done as a fellow @ Headstarter AI
- Purpose: Created flashcards on a specific topic that users could use to memorize important information
- Key Responsibilities:
  - Utilized advanced technology to understand user inquiries and deliver flashcards quickly to the user
- Offered a range of services including:
  - Personalized AI generated flashcards
  - Basic and Pro versions with secure payment via Stripe
  - Allows one to create an account to save their flashcards
- Impact:
  - Helps users memorize important information with AI generated flashcards related to what they need to memorize
- Client Engagement: Engaged with clients to understand their topics of inquiry and then generates flashcards that the client can use to memorize information regarding that inquiry.

### GLOBE GUIDE - AI TRAVEL CHATBOT

**August 2024**

- Overview: Provided personalized support in planning and booking dream vacations. Done as a fellow @ Headstarter AI
- Purpose: Assisted users in trip planning with tailored travel recommendations and customer support.
- Key Responsibilities:
  - Utilized advanced technology to understand user inquiries and deliver quick, helpful responses.
- Offered a range of services including:
  - Destination recommendations
  - Hotel and flight bookings
  - Activity suggestions
  - Visa information
  - Local tips and customs
- Impact:
  - Streamlined the travel planning process and enhanced user experience.
  - Saved clients time and improved customer satisfaction through efficient service.
- Client Engagement: Engaged with clients to understand their preferences, budget, and interests for a seamless planning experience.

## PROJECTS CONT.

### TYE - FAN NIRVANA

**Oct 2020 - Apr 2021**

- Worked with a team to come up with a business idea and a business plan. The idea was to make stadium experience better for sports fans from parking to buying food.
- Was the CTO for this project.
- Pitched the idea to real investors in a mock business presentation
- Worked with an investor to better the idea of our project
- Got support from Heinz Field (now Acrisure Stadium) as well as Sofi Stadium during the making of the project

## CERTIFICATIONS

### GIAC FOUNDATIONAL CYBERSECURITY TECHNOLOGIES (GFACT)

- Issued by GIAC Certifications
- Awarded May 2024

### COMPTIA IT FUNDAMENTALS PRO

- Issued by TestOut Continuing Education
- Awarded January 2024