

# AKSHAY KUCHIBHATLA

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## SUMMARY

Engineer with software, mechanical engineering, and woodworking experience. Objective is to get a part-time software engineering job right after completing high school to help pay for college fees.

## EDUCATION

SEP 2022-JUNE 2025

**NORTHERN VIRGINIA COMMUNITY COLLEGE**, DUAL ENROLLMENT

Computer Science associate degree in progress

**Coursework:** CSC 221 – Introduction to Problem Solving and Programming, CSC 222 - Object Oriented Programming, CSC 208 - Introduction to Discrete Structures, MTH 167 - Precalculus with Trigonometry, MTH 263 - Calculus I, MTH 264 - Calculus II

SEP 2021-JUNE 2025

**HIGH SCHOOL**, ARLINGTON CAREER CENTER, ARLINGTON TECH PROGRAM

High school diploma in progress

**Coursework:** AP Computer Science Principles, Algebra II Intensified to Trigonometry, Engineering I – Intro to Engineering Design, Engineering II – Principles of engineering, Carpentry I, Carpentry II

## EXPERIENCE

### ROBOTICS

Built and tested a fully functional robot for FIRST Robotics Competition (FRC) in freshman year on a high school robotics team during a fast-paced 8-week build season. Programmed another robot for the same competition in sophomore year using java. Taught newcomers Java in junior year. Held a leadership role on the robotics team.

### CODING COMPETITION

Participated in coding competitions at Virginia Tech and Virginia Commonwealth University as part of a high school coding team.

### COMMUNITY SERVICE

Does community service at the Brahma Kumaris World Spiritual University, including gardening, cooking, and organizing inventory in the trailers onsite.

### CARPENTRY

Two years of carpentry experience at high school. Built toolboxes, chairs, a sawhorse, cutting boards, built a shed with the class.

### **OSHA CERTIFICATION**

OSHA 10 card holder since 2022.

## **PROJECTS**

### **LI-FI**

Built a visual light communication model using Arduinos that directed lasers to send messages in binary for a fifth-grade science fair.

### **PROJECTILE MOTION PROJECT**

Built and tested a machine that launched a tennis ball for a physics project.

### **AUTO-WATERING**

Designed an automatic watering system triggered by a button on a website using an XMLHttpRequest and an Arduino.

### **VOCABULARY WEBSITE**

Developed a full website with a built-in vocabulary quiz-style video game in HTML, CSS, and JavaScript.

### **SNOWMAN GAME**

Created a family-friendly version of the game “Hangman” involving a snowman in C++ using object-oriented programming.

## **PROFICIENT PROGRAMMING LANGUAGES**

- Java
- C++
- C
- JavaScript

## **SOFT SKILLS**

- Leadership
- Professionalism
- Empathy
- Work ethic
- Teamwork