Amandeep Heyer

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EDUCATION

Yale University, New Haven, CT
- Bachelor of Science, Computer Science, Expected Graduation May 2022
- GPA: 3.93/4.0; Gates Scholarship Recipient
- Relevant Coursework: Data Structures, Algorithms, Digital Systems, Intro Machine Learning, Computational Intelligence for Games, Object-Oriented Programming, Self-Driving Cars

Henry J. Kaiser High School, Fontana, CA
- Graduated as Valedictorian, May 2018
- Weighted GPA: 4.64/4.0; National Merit Scholar; National AP Scholar

EXPERIENCE

ReVert Technologies, Inc., Fontana, CA (June 2020—December 2020, June 2021—August 2021)
Lead Software Developer
- Led development of a React Native application designed to allow all ReVert customers to control a smart power cube through various rules and to present data on device energy consumption and carbon footprint
- Co-managed two beta tests with a total of 75 people to assess the value of current and potential features
- Designed an intelligent algorithm for detecting idle load, significantly reducing customer energy consumption, costs, and carbon emissions

The Domino Effect, New Haven, CT (January 2021—June 2021)
Video Game Team Lead
- Led a team of 5 students to turn an elementary school teacher's vision to promote community wellness into a playable video game which will be used as an educational tool in 11 school districts across the U.S.
- Integrated artistic and musical elements with original software written using the Godot game engine

YIEEE LED Team, New Haven, CT (December 2019)
Arduino Programmer
- Engineered and programmed an artistic EKG display for a dancer during an art student's final showcase
- Developed stable code for the display in only 3 nights that was seen by over 50 students and staff members

YaleForum, New Haven, CT (October 2018—October 2019)
Software Developer
- Co-developed a Flask website for Yale students to ask questions that they cannot get answered elsewhere quickly, potentially easing the transition into Yale for first-year students and helping upperclassmen as well
- Independently expanded on code written as a class project and deployed the website to a public domain

Rover Swarm, New Haven, CT (August 2018—April 2019)
Software Team Member
- Designed a ROS system to control multiple robots working together to map out the colors of a certain area
- Wrote code in Pygame to help simulate cooperative behavior among 6 rovers in order to make implementing the algorithm on actual hardware easier
- Demonstrated line following and color mapping capabilities at the annual Yale undergraduate aerospace showcase

SKILLS AND INTERESTS

Advanced Technical: Python, JavaScript, C, React Native, Google Firebase, Godot Engine
Intermediate Technical: ROS, Arduino, HTML, CSS, D3
Other Interests: Defying Gravity (Juggling), Planetarium Show Presenting, Most Racket Sports