Aman Chhetri

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Education

University of Massachusetts Amherst — Amherst, MA
Bachelor of Science in Computer Science, GPA: 3.68 — *Expected Graduation May 2026*

Experience

Software Engineering Fellow — July 2024 – Present
Headstarter
- 7-week software engineering fellowship, consisting of 5 AI-integrated projects, weekend hackathons, and culminating in a final project.
- Engaged in networking events and incorporated feedback from software engineers to refine code.
- Currently working on a final project utilizing agile development principles, targeting the achievement of over $1000 in revenue and more than 1000 users.

Technical Support Specialist — July 2024 – Present
Malden City Hall — *Malden, MA*
- Provide technical support to city hall staff and residents, addressing and resolving issues on MacOS, Windows and Linux.
- Troubleshoot and diagnose hardware and software problems, ensuring efficient and effective solutions.
- Assist with the configuration, installation, and maintenance of various software applications and systems.

Software Developer Intern — June 2023 – August 2023
Edworldo - Education Tech Startup
- Utilized the OpenAI API to generate educational multiple-choice questions for articles using TypeScript, and displayed these questions throughout the webpage using React, aiding teachers in developing engaging and informative teaching materials.
- Developed a tool that allows users to select and highlight specific text on webpages, with the highlighted text being stored and displayed, achieved using JavaScript for functionality and CSS for styling.
- Designed and implemented a straightforward loading animation feature using React and CSS to engage users during wait times.

SoarCS Summer Program Member — June 2022 – August 2022
University of Massachusetts Lowell — *Lowell, MA*
- Collaborated with incoming Computer Science Students to develop a ping-pong game on microcontroller.
- Created a VR scene using proprietary UMass Lowell hosted technology, MYR.
- Created a basic Python webpage that utilizes the Google Books API to display titles by a given author.

Projects

Minute Munch HackUMass | *Javascript, ReactJS, Java, Spring Boot, MongoDB*
- As a team, designed and developed a comprehensive food delivery platform for the UMass Amherst community, facilitating seamless order management, accurate cost calculation based on distance, and food menus from the four dining halls.
- Seamlessly integrated MongoDB to store menu items, residence halls, and orders, ensuring efficient data management and retrieval.
- Enabled CRUD operations for orders via RESTFUL endpoints, ensuring they appear seamlessly on the driver's side feed, enhancing real-time visibility and management of deliveries.
- Leveraged React Routing to divide the website into driver and customer sections, enabling drivers to view pending orders and customers to place new orders effortlessly.
- Utilized version control with Git and GitHub to manage and track changes throughout the development process, ensuring collaborative efficiency and project integrity.

Evil Hangman | *C*
- Implemented an version of the classic Hangman game in C, which dynamically switches the target word behind the scenes.
- Generated and implemented an algorithm to maximize game unpredictability.
- Developed on a Ubuntu Linux using Vim as the primary text editor, demonstrating proficiency in command-line development.