# Ananya Basarkar

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## EDUCATION

**Arizona State University** **Expected: May 2027**

*B.S, Computer Science (Software Engineering)* *Tempe, AZ*

- **GPA: 3.90/4.0** Barrett Honors College
- **Relevant Coursework: CSE 310-** Data Structures and Algorithms, **CSE 360-** Intro to Software Engineering
- **National Merit Scholarship Winner**
- **Foreign Languages -** Spanish, Hindi

## TECHNOLOGIES

- **Languages:** Python, Java, C, C#
- **Tools & Frameworks:** Unity, Git, SQL, JavaFX, basic understanding and experience with AWS services
- **Certifications:** Coursera Getting Started with Python - University of Michigan, AWS- Cloud Practitioner Certificate
- **Skills:** Web Development, Game Development, Object-Oriented Programming
- **Interests:** Reading, Drawing, Rock Climbing

## PROJECTS

**Student Discussion Board Application**

*Programmer*

- A student discussion board application made with Java and using JavaFX for the GUI
- Built the app following an agile development project management with a small team.
- Implementation included functionalities of roles and parts of the discussion board.

**Smart Start - TIAA 2023 Hackathon**

*Programmer*

- Built a web based game using JavaScript to teach about investment using ChatGPT APIs.
- I learned to use JavaScript for interactive web applications.

**Rust, Dust, Goose!**

*Programmer*

- Doom-like video game built in the Unity engine with C# scripts.
- Worked on the game with a small team of students and built 3 levels of the game in a little more than 2 months.
- I designed and implemented enemy AI using Unity's navmesh, and programmed the level progression.

**Unstable Star - Heatwave Studios**

*Programmer*

- A space shooter video game built in the Unity engine with C# scripts.
- Worked with a large team of students to emulate the design process of making a full video game.
- As a programmer I worked with the game engine directly and C# to make parts of the UI and link together functions and levels.

## ADDITIONAL EXPERIENCE

**Teaching Assistant - Human Event** *August 2024- May 2025*

- Improved my communication skills and kept track of students progress
- Assisted with questions and guidance when needed