

Ananya Basarkar

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EDUCATION

Arizona State University

May 2027

B.S., Computer Science (Software Engineering)

- **GPA:** 3.90/4.0
- **Achievements:** National Merit Scholarship Winner
- **Coursework:** CSE 310- Data Structures and Algorithms, CSE 360- Intro to Software Engineering

ADDITIONAL EXPERIENCE

Human Event

Aug 2024 - May 2025

Teaching Assistant

- Enhanced communication skills by tracking and providing detailed feedback on students' progress, aligning with core software engineering principles such as object-oriented programming and design patterns.
- Facilitated student inquiries and offered technical guidance in a collaborative setting, reinforcing agile methodologies and foundational concepts applicable to scalable, high-performance applications.

PROJECTS

Student Discussion Board Application

- 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

2023

TIAA 2023 Hackathon

- 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!

- 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

Heatwave Studios

- 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.

TECHNOLOGIES

- **Programming Languages:** Python, Java, C, C#
- **Tools & Frameworks:** Unity, Git, SQL, JavaFX, Cloud Technologies
- **Software Development:** Web Development, Game Development, Object-Oriented Programming, Database Concepts, Agile Methodologies
- **Certifications:** Coursera Getting Started with Python - University of Michigan, AWS- Cloud Practitioner Certificate