# EDUCATION

**Bachelor of Science** - Computer Science with a General Business Minor

Iowa State University, Ames, IA August 2019-Present

Current GPA: 3.86/4.00 Expected Graduation: May 2023

# TECHNICAL COMPUTER SCIENCE SKILLS

1. Flutter and firebase Cross platform app development
2. Java, Linux OS, and Command Line Interface
3. Java Spring boot backend
4. MySQL DBMS
5. React Frontend Development
6. C/C++ programming
7. Beginner Level Experience with AWS

# WORK EXPERIENCE

**John Deere / Des Moines, IA Software Engineering Intern for See And Spray August2022 – Dec 2022** - Aid the team in fixing bugs for the 2023 release while working in an agile team.- Continuous work with image processing and computer vision, extensive use of GIT tools, camera configurations.

**Research Assistant in the Marketing Department / ISU August 2022 – December 2022** - Research in marketing, using articles written in financial documents to predict stock market trends using machine learning using saspy, numpy and pandas in Python.

**John Deere / Des Moines, IA Summer Intern Embedded Software Engineer May 2022 – August 2022** - Create several automated testing tools for other engineers to use using C++, OpenCV library. - Worked with image processing, camera calibration, and night-light settings. - Work in a team setting to fix bugs in code that product users are facing.

**Computer Science and Math Tutor / ISU August 2021 – May2022** - Tutored high-level math and computer science courses including the “Theory of Computing” 300 level course.

**Part Time Web Developer / Kolarvani Press August 2019 – May 2020** - Worked remotely on front end web development projects for a local press company in Bangalore, India.

**PROJECTS**

1. Created an online **portfolio website** using **react JS** with all my info, experience and projects listed on there. **Working on hosting the website on AWS.**
2. Created a movie review application using **react JS frontend, Java-spring boot backend and MongoDB database management.**
3. **Implemented Conway’s game of life in C and C++**. Used pointers, pointer functions, pointer structures, and different data structures in its implementation.
4. Worked with **assembly code to write insertion sort** algorithm in a complete Linux environment which helped understand low level programming and gain a better understanding of the Linus OS, command line and memory.
5. Created a simple **chat app using flutter and firebase** with group chatting features implemented.
6. Created an undefeatable tic-tac-toe algorithm using the **minimax AI algorithm** -self-taught.
7. Modified the **xv6 operating system** to use a multi-level-feedback-queue in C.

**LEADERSHIP ACTIVITIES**

1. **Co-founder and public chair** of the **ISU Cloud Club** where interested students learn about cloud architecture – AWS is the focus.
2. Member of the **sports analytics club** – discussions about the sports season, how drafts are made, how betting odds are made and updated live.
3. Member of the **Computer Science and Software Engineering club**, attend **competitive coding** practice sessions to improve my coding skills.