ankit yande

designer · developer

ayande@utexas.edu
(732) 397 6141

skills

design

photoshop, illustrator,

lightroom, animate,

Xd, spark

programming

strong · java, C/C++, git, linux, html,
css, javascript (reactJS)
familiar · python, nodeJS

soft skills

communication, problem solving,
leadership, curiosity

education

University of Texas at Austin

2019-2023 · Bachelor of Science and Arts Honors in Computer Science

Polymathic Scholars Honors Program
Digital Arts and Media Bridging Disciplines Program
UTeach (Seconday STEM Education Certification) Program

Relevant Course Work

Data Structures (Honors), Computer Organization and Architecture (Honors), Principles of Computer Systems (Honors), Competitive Programming, Discrete Mathematics (Honors), Multi-variable Calculus (Honors), Matrices and Matrix Calculations, Probability, Robot Learning from Demonstration and Interaction (Research Stream), Computer Graphics, Digital Media Production, Digital Graphic Communication (Advertising)

research & projects

MERN stack Twitter Clone

Summer 2020
Developed a full stack twitter clone that allows users to create profiles, make tweets, and like other's tweets which are stored in a mongoDB database and diplayed in a react application.

Using DeepRL to solve a 2D environment

Spring 2020
Developed an end-to-end deep reinforcement learning policy that uses the pixel space as state representation to solve the Procgen Heist environment by reaching a target for a given seed.

Remote Sensing of Crop Pathology through Computer Vision

Fall 2018 - Spring 2019
Developed a Java program using OpenCV that could remotely detect various crop pathologies from a drone and map a basic path for a drone to deliver stress-relieving agents.

Developing a Navigation System Utilizing Stereoscopic Cameras for the Visually Impaired

Fall 2017 - Spring 2018
Developed a Java program using openCV able to detect an object in two different camera feeds and triangulate it relative to the user, then output the information via text to speech.

Awards: Intel Excellence in CS Award and First Place in Math and CS at the North Jersey Regional Science Fair
Presented research at the Lakehurst Naval Base for students with visual impairments as part of the state funded EDGE Program

A Reflected-Laser Black Ice Detection System for Autonomous Vehicles

Fall 2015 - Spring 2017
Engineered a system using an Arduino to process the data from light reflecting off the road into a photo-transistor and output a warning to slow autonomous vehicles if black ice was detected.

Awards: The US Air Force award at NJRSF, First place in Engineering at the New Jersey Academy of Science Junior Academy program, First place in Engineering at the Young Science Achievers Program, Second Place in Engineering and Technology at the Jersey Shore Junior Science Symposium, Material Science Award at NJRSF

work experience

Instructor at STEAM Works Studio: Edison

Summer 2018 - Summer 2019
Taught classes on Python, electronics, and simple machines to students from elementary to high school. Mentored a group of students who were competing in the FIRST LEGO League (FLL) international competition.