

**Aparajithan Venkateswaran (Apara)**  
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## **EDUCATION**

**University of Colorado Boulder**  
B.S. in Computer Science  
and Applied Mathematics  
Expected May 2020  
Current GPA: 4.000 (after Fall 2016)

**Arsha Vidya Mandir, India**  
*Central Board of Secondary Education*  
Senior School Certificate  
Examination  
96.2% (graduated in 2015)  
Secondary School Examination  
10.00 CGPA (2013)

## **LANGUAGES**

**C/C++** (Proficient)  
**Python** (Proficient)  
**JavaScript** (Familiar)  
**MATLAB** (Familiar)  
**HTML**

## **TOOLS**

**Visual Studio**  
**PyCharm**  
**Heroku**  
**MATLAB/GNU Octave**  
**AutoCAD**

## **EXPERIENCE**

**Organizer - HackCU** Sept 2016 – Present  
Working on software development and logistics at HackCU, a student run on-campus hackathon group. Helped in designing the Local Hack Day and HackCU III websites.

## **PROJECTS**

**Faculty Course Questionnaire - Anomaly Detection** Mar 2017 – Apr 2017  
An anomaly detection model built on conditional probabilities to detect 'anomalous' replies to Faculty Course Questionnaire at University of Colorado Boulder. These anomalies were analyzed to study trends across lower and upper division courses in the Computer Science department.

**Course Planner** Jan 2017  
This application helps students plan their future semesters by helping them choose their courses in the most logical order (completing pre-requisites before the actual course). This project is implemented in JavaScript making use of React.js and node.js. This application is being hosted on Heroku at [www.plancourses.herokuapp.com](http://www.plancourses.herokuapp.com)

**Popularity on Twitter** Nov 2016 – Dec 2016  
Written in Python, this application collects all live tweets containing a search query and computes a score to determine how popular the query is at that instant. This application is currently being hosted on Heroku at [www.popularity-on-twitter.herokuapp.com](http://www.popularity-on-twitter.herokuapp.com)

**Ruin Escapade: A Game in C++** Oct 2016  
A simple maze/puzzle game written from scratch in C++, incorporating sophisticated graphics, where the player controls the hero who is trying to escape a labyrinth.