

Apoorv Mittal

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EDUCATION

University of Maryland, College Park

May 2020

B.S., Computer Science. GPA: - 3.727, **Dean's List** in Fall 2016, Spring 2017

RELATED COURSES

Object Oriented Programming, Theory of Artificial Intelligence, First-Year Innovation and Research Experience

TECHNICAL SKILLS

Programming (Proficient)	Java, JavaScript
Programming (Familiar)	Python, PHP, SQL, Android
Libraries/Platforms	D3.js, jQuery, Bootstrap, Socket.io
Markup/Templating	HTML5, CSS3

PROJECTS

(more at <http://apoorvmittal.me/projects>)

Meteor Landings

JavaScript, D3.js

- Used NASA API to get recorded meteor landings in JSON
- Used D3's queue library to read two JSON files simultaneously
- Used D3 to visualize the received data on a world map

Messaging App

JavaScript, Socket.io

- An online messaging app which messages updates in real time.
- Used Node.js to write the server side of the program
- Used socket.io as it provided lightweight bidirectional real-time communication

Math Question Generator

JavaScript, jQuery

- A simple math problem generator for anyone learning math and wants to speed up their basic math calculations
- Stores the score in the browser cache so that the child is engaged

Tic-Tac-Toe

HTML, CSS, JavaScript

- A game of tic-tac-toe which can be played against another human or a computer.

To-Do List

HTML, CSS, JavaScript

- A To-Do list which stores your list in your browser.

WORK EXPERIENCE

Undergraduate Research Assistant

May 2017-present

Maryland Information and Network Dynamics (MIND) Lab

- Working under Professor Dr. Ashok Agarawala and PhD candidates and assisting them in Lab's daily operations.
- Created an Android app to help determine the exact location of a person including the room and the floor of the building.

Student Web Developer

May 2017- present

University of Maryland

- Managed Department of Resident Life and Counselling center website and made major design changes
- Created digital marketing materials for the web, social media, and e-mail marketing targeted towards students and parents
- Enhanced their guidebook app and made it more suitable for students

Research Assistant

July 2015- July 2016

Waste Warrior

- Crowd funded the organization for the year 2016 through Kickstarter and businesses nearby
- Established their online presence and provided IT support
- Volunteer to teach in their Teaching Under-Privilege People Program

ACTIVITIES

HopHacks Hackathon

Fall 2016

Created a cross-platform social media app "[Conneve](#)" which aimed to connect socially introvert people by suggesting them places of interest.

QUEST International Model United Nations

January 2016

Lead the School team in the MUN Solved an immediate crisis related to Small Island Developing States

PROFESSIONAL SOCIETY MEMBERSHIP

Association for Computing Machinery (ACM)