Arjun Venat

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Third-Year Undergraduate student at Worcester Polytechnic Institute with a keen interest in Software Engineering, Data Science, and Operations Research. Looking to gain expertise in technical roles while applying my critical thinking and communication skills to help solve real-world problems.

EXPERIENCE

Worcester Polytechnic Institute, Worcester, MA
Data Science REU Student *(May 2023 – Aug 2023)*

- Worked on an NSF-funded research program focused on simulating the user experience of non-profit organizations (NPOs).
- Pioneered a credit redistribution mechanism with significant anticipated impact toward equity for future exchanges between NPOs.
- Used Python to build a simulation of how the non-profits would interact in the exchange platform.

Peer Learning Assistant for Math Department *(Jan 2023 – Mar 2023)*

- Responsible for teaching discussion sections to review concepts in Discrete Math and hosting office hours as well as weekly walk-in sessions to help students with questions.

Persistent Systems, Bridgewater, NJ
Summer Intern *(Jun 2022 – Jul 2022)*

- Developed an application to push Identity and Access Management (IAM) data logs from AWS DynamoDB to a React-based front-end using AWS Lambda. Built a live audit report of the IAM data using jsPDF.
- Conducted market analysis on the cloud space and Persistent's standing in the market, for their Cloud and Infrastructure leadership team.

PROJECTS

Strætó bs (Iceland's public transportation system) – Reykjavik, Iceland
Interactive Qualifying Project *(Aug 2023 – Oct 2023)*

- Collected data of bus rider demographics and targeted bus routes to create informational posters and policy recommendations on UN Sustainable Development Goals (SDGs) 3, 4, and 5: health and well-being, quality education, and gender equality.
- Delivered a final report describing how Strætó can integrate the UN SDGs into their operations.

Team Comp Tailor *(June 2023 – current)*

- Built a gaming software API which uses Integer Optimization with the Gurobi solver engine to determine the best possible board for the user to play. The HTTP endpoints for the API were built using the Python Flask framework.
- Currently in the process of deploying this on an API marketplace and inquiring about integrating this service with 3rd party gaming software such as Mobalytics and Porofessor.

EDUCATION

BS in Computer Science and Data Science
Worcester Polytechnic Institute, Worcester, MA
Aug 2021 - May 2025 (expected)

Current GPA: 3.95

RELEVANT COURSES

- Discrete Mathematics
- Object Oriented Programming
- Modeling and Data Analysis
- Machine Learning
- Analysis of Algorithms
- Software Engineering
- Operating Systems
- Database Systems

SKILLS

- Python
- Tableau
- Java
- React.js
- AWS
- SQL
- Gurobi
- PyTorch
- Docker
- Android Studio
- R
- Raspberry Pi

LEADERSHIP

- Undergraduate Representative - Data Science Club council
- Hackathon Manager - Association for Computing Machinery Club (2023-2024)
- Event Planning Committee - WPI Hackathon (GoatHacks23)