ArmaanLala

armaanlala@gmail.com • armaanlala.github.io • (678)-749-6839

experience

2020 · **ARCS IT Student Worker**
Diagnose hardware, software, and network problems, configuring, installing and maintaining laptops, workstations, and servers.
Perform maintenance on all different operating systems used at Georgia Tech from, RedHat Linux, Windows, to MacOS.

2018-2019 · **The Coder School**
Instructed kids between the ages of 8–16 in 1–on–1 lesson on various aspects of programming with either Scratch or Python.
Led summer classes in programming with class sizes up to 20 students.

projects

Oct. 2020 · **PicselAR – HackGT 7 Facebook SparkAR Challenge 1st Place**
Worked on PicselAR, an augmented reality application designed to hide and obscure the user's background in order to maintain privacy while people work from home to due to COVID-19.
Developed the entire SparkAR patch sequence and wrote all the Javascript code to analyze the camera feed of the user and isolate the faces away from the background.
Received 1st Place in the Facebook SparkAR Challenge.

Jul. 2020 · **FireEmblem2110**
Developed FireEmblem2110, a fully functional GameBoy Advance Game, all using C and using the TONC GBA documentation.
Created a fully functional game with multiple enemies and lives, with certain win and lose conditions and animations.
Wrote a docker image to be able to containerize and run on various devices.

Feb. 2020 · **invEZ - UGA Hacks 5 BlackRock API Runner UP**
Designed invEZ, a web app designed to get people started in investing and provides clients with a portfolio of stocks tailored around their interests.
Used Vue.js to write front-end Vue components that would communicate with Google Firebase to retrieve the user's information and send the user's stock information to our backend Express.js server. The data retrieved from the backend would then be displayed on the custom Vue components I wrote.
Received the Runner Up in the BlackRock Hackathon API Challenge.

May 2020 · **Collection-Tracker**
Developed a Vue.js + Express.js web application utilizing Google Firebase Firestore and a Heroku Express server in order to host a database where users can catalog various video games, movies, and comics that they may own. Utilizes Firebase Authentication to handle users and allows for secure management of users and passwords.

involvement

2019-2020 · **Institute of Electrical and Electronics Engineers**
Established Key member IEEE and have worked on a variety of projects such as working on a 4–person team that was chartered to design and develop a microprocessor–based LED board to be used for advertising at various IEEE events

2019-2020 · **Yellow Jacket Marching Band**
Play the trumpet in the Yellow Jacket Marching Band for both athletics and course-credit. Have rehearsal for an average of 12 hours a week.

education

Georgia Institute of Technology
Expected May 2023
BS in Computer Science
BS in Mathematics
GPA - 4.00

programming

Java
C
C++
Python
MATLAB
JavaScript
Vue.js
Express.js
ARM Assembly
MIPS Assembly
Flutter
Bash

software

Blender
Visual Studio Code
Microsoft Office
Unix
Docker
Vim
Adobe Professional Suite
AutoCAD
Android Studio
Git

relevant courses

Intro to Software-Engineering
Linear Algebra
Multivariable Calculus
Discrete Mathematics
Data Structures + Algorithms
Applied Combinatorics
Computer Organization-and Architecture
Systems + Networks