

Aryan Purohit

[LinkedIn](#) | apurohi8@asu.edu | 602.768.7014

EDUCATION

B.S. **May 2026**
Arizona State University **Tempe, AZ**
Ira A. Fulton Schools of Engineering
Relevant Coursework: Object Oriented Programming (OOPs), Linear Algebra, Backend Development, Game Development

TECHNICAL SKILLS

MATLAB, Microsoft Office, TinkerCAD Unity, Word Press, GameMaker	Python, Java, HTML, SQL, C, C++, AWS Machine Learning Engineer C#, bash, CSS, JS, Gpt-API, PyTorch, NumPy
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PROFESSIONAL EXPERIENCE

Developer of Echo Sign **September 2023 - Present**
Echo Sign

- Implement computer vision and machine learning algorithms to recognize and interpret sign language gestures.
- Contacted more than 200+ specially abled people to form inclusivity.
- Researched Computer Vision (Open CV) and machine learning algorithms and trained model from ground up to finish project

Founder of ProgWiz **July 2023 - Present**
ProgWiz

- Building a program serves as ultimate coding ally for developers converts one programming language to another.
- Succeeds in converting one language to another enabling seamless code translation for a wide range of developers.
- Implemented Flask, React, Jinja and Bootstrap to design front end of project.

Undergraduate Teaching Assistant **January 2024 - Present**
Arizona State University **Tempe, Arizona**

- Currently a UGTA of a game development course class under Professor Yoshihiro Kobayashi.
- Efficiently managing and communicating with a class of 100 students, while collaborating with the Professor and other Undergraduate Teaching Assistants to foster an improved learning environment for students.

Peer Mentor **January 2024 - Present**
Arizona State University **Tempe, Arizona**

- Mentored peers to achieve project success and improved academic performance.
- Provided guidance, support, and knowledge-sharing to peers throughout project endeavors, resulting in significant improvement in project outcomes and an increase in grades from B to A.

Tutor **August 2022 - Present**
Tempe, Arizona

- Provided personalized tutoring to 100+ students, leading to significant grade improvements
- Tailored instructional sessions to meet individual learning needs, resulting in notable enhancements in academic performance across various subjects.

ACADEMIC PROJECTS

"The Living Dead Shootout" - A B-Movie Game

August 2023 - November 2023
Tempe, Arizona

- A first-person shooter game made in unity optimizes gameplay with different weapons.
- Functioned as a co-lead handled level design and contributed to programming features of game.
- Produced to development of games using GitHub.

Designing a webpage

August 2018 - November 2018
Tempe, Arizona

- Delivered front end website development using Word press, Bootstrap and React.
- Adhere to SEO best practices while designing site.

ACTIVITIES

Software Developers Association (SoDA), *Technical Officer*

August 2022 - October 2022

- Organized and executed multiple events as a key member of organizing team, demonstrating strong teamwork and event management skills.
- Delivered a comprehensive presentation on Application Programming Interfaces (APIs) to audiences of hundreds, showcasing technical expertise and communication skills.

Hackathon, *Participant*

- Engage in hackathons to foster innovation and problem-solving skills.
- Competed in prestigious hackathons including LA Hacks, SunHacks, and Devil Invent.
- Scheduled to participate in upcoming hackathons to further expand technical proficiency and collaborative abilities.