Ashish Job

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EDUCATION

University of Houston - Honor's College

Aug. 2022 - May 2025

Bachelor of Science in Computer Science, Minor in Mathematics

GPA: 4.00

Relevant Coursework:

Cluster Computing, Data Analysis in R, Computer Organization and Architecture

EXPERIENCE

University of Houston - College of NSM

August 2023 – Present

Undergraduate Academic Teaching Assistant

Houston, TX

- Supported 120+ students in structured procedural programming and elementary functions in Python.
- Led weekly labs, code-reviewed and provided feedback for multiple Python programming assignments.

Structures and Artificial Intelligence Laboratory (SAIL)

May 2023 – Present

Undergraduate Research Assistant

Houston, TX

- Acquired and processed data for computer vision and language modeling, detecting risks within structures.
- Implemented NeRFstudio and LERF methodologies to improve data processing efficiency and analysis accuracy.

Cyvergance.AI March 2023 – May 2023

Cybersecurity Intern

Remote

- Conducted thorough evaluations of set policies related to threat feed monitoring with thorough Gap Analyses.
- Led a team, effectively communicating and assigning duties to team members for streamlined collaboration.

PROJECTS

Anonym-us | TypeScript, Next.js, TailwindCSS, Figma

June 2023 - Present

- Developed a full-stack social media app and website using TypeScript, Next.js, Tailwind CSS, and Figma.
- Integrated authentication/authorization features, for users to register, log in, and access personalized content.

Malayalam MNIST | Python, Docker

April 2023 - Present

- Developed a digital classification system through which all 56 written Malayalam characters can be identified.
- Employed a dataset containing written formats of all 56 characters in Malayalam for Python to classify each letter.

Portfolio Website | TypeScript, Next.js, TailwindCSS

May 2023 - June 2023

- Enhanced user engagement with interactive components, boosting visitor retention and interest on the website.
- Ensured optimal viewing experiences across devices with responsive design, improving usability for diverse users.

Pokemon Tamagotchi/RPG | C++, Git, Figma, UML

April 2023

- Developed a Tamagotchi game using OOP with C++ and utilized polymorphism and save/load features.
- \bullet Designed a UML Diagram in Figma and appropriately communicated the project's plans and source code's base.

Extracurricular

Cougar AI | Vice President Internal

August 2023 - Present

• Fostered collaboration and drove initiatives to fulfill the club's mission while significantly enhancing its impact.

Code[Coogs] | Teams Director

May 2023 - Present

• Led teams with strategic coordination and strong communication, driving success through cohesive collaboration.

CodeRED Hackathon | Logistics Officer

March 2023 - Present

• Orchestrated intricate operational details and contributed to the largest hackathon in Houston's overall success.

CougarCS Web Dev Committee | Admin Portal & Revamp Team Member

February 2023 - Present

• Played a key role in enhancing the user experience of the platform through collaborative problem-solving.

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, TypeScript, HTML, CSS, R, Shell, Java, SQL Technologies/Frameworks: TailwindCSS, Git, Next.js, Figma, Linux, React.js, Docker