Boston, MA
Availability: Jan – Aug 2026

Ashwin H. Iyer

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Education

Boston, MA	Northeastern University	Expected May 2028

Candidate for Bachelor of Science in Computer Science and Business Administration   **GPA: 3.7**

Honors/Activities: Scout, Forge

Relevant Coursework: Discrete Structures, Introduction to Databases, Program Design & Implementation, Business Statistics

Languages and Technologies

Languages: C++, Java, Python, JavaScript, TypeScript, SQL, Kotlin

Frameworks & Libraries: React, Redux, TensorFlow, Keras, Pandas, NumPy

Developer Tools: Git, IntelliJ, Eclipse, PyCharm, Xcode, PostgreSQL, Microsoft ADO

Projects

Her Impact Project | *HTML, CSS, Javascript*   (June 2022-Present)
- Built the website for the Her Impact Project, a non-profit organization that aims to support female founders.
- Reduced costs for the organization by utilizing Github pages and open-source alternatives for previously paid products and services.

HomeReady Pro | *React, TypeScript, Insomnia*   (November 2023)
- Using the OpenAI API and ChatGPT 3.5, created an app that allows users to evaluate their finances to achieve homeownership through loan eligibility.
- Used Kintone to organize the project workflow and was awarded the top prize in the Kintone challenge at HackUTD with over 875 participants.

PaveGuard | *React, Python, YOLO*   (October 2023)
- Developed an image recognition model to categorize potholes and other road fractures, enabling a crowd-sourced approach to addressing city infrastructure needs.
- Awarded the top prize in the AI for All hackathon hosted at the University of Texas at Dallas.

Algorithmic Options Trading | *Python, TypeScript, Pandas, NumPy*   (August 2023-December 2023)
- Built an algorithmic trading tool that utilized the difference between implied volatility and realized volatility to suggest option strategies.

Work Experience

Front-End Developer Intern	Zeal IT Consultants	May 2025 – August 2025

- Developed the frontend for Trinity Industries' Asset Management System using React and Next.js.
- Increased sprint capacity for UI development by over 10 story points per sprint, accelerating the project timeline by 4 weeks, and increased the overall team delivery capacity by 300% within one release cycle.
- Decreased page loading times by migrating from MobX to Redux in addition to implementing server-side rendering, resulting in a 94% decrease in page load times.

Interests

Hackathons, Reading, Rubix Cube, Chess, Baseball, Blogging, Football, Working Out, Watches, Shoes