ATYANTA RUPAKHETI

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EXPERIENCE

Project Lead | GMU | Fairfax, VA

Jan 2024 — May 2024

- Directed a focused team in the successful development of a desktop application 'Habit Hub' designed to improve user productivity by 40%.
- Applied Scrum and Git for project management, improving team collaboration and version control, reducing development time by 25%.
- Fostered trust and motivated team members through regular feedback and recognition, ensuring project alignment with user needs and quality standards, resulting in a 30% improvement in delivery.

Cybersecurity Team Member | GMU | Fairfax, VA

August 2021 — March 2024

- Actively participated in cyber competitions such as Jeopardy-style Capture the Flag (CTF) and Attack/Defense CTFs, enhancing practical cybersecurity skills.
- Collaborated with a diverse team to solve real-time cybersecurity challenges, including vulnerability assessments and threat mitigation.
- Delivered tech talks and presentations on topics such as network security and ethical hacking, enhancing cybersecurity skills and industry knowledge.

PROJECTS

Habit Hub

Jan 2024 — May 2024

- Led the creation of HabitHub, a productivity and health app, attracting over 100 users in the first 3 months and boosting user productivity by 30%.
- Integrated Pomodoro timers and health reminders, increasing habit adherence by 25%.
- Coordinated a three-developer team using Scrum and managed version control with Git and GitHub, ensuring consistent development and cross-platform compatibility.

Personal Portfolio

Mar 2024 — May 2024

- Developed a comphrensive personal portfolio to showcase my projects and skills.
- Utilized HTML, CSS, and NodeJS for the front end, ensuring a responsive and user-friendly design.
- Integrated interactive elements and detailed descriptions to enhance user engagement by 40%.
- Ensured cross-browser compatibility and responsiveness to provide a seamless user experience across different devices and browsers.

Algorithm Visualization Project

Aug 2023 — Nov 2023

- Successfully Developed a JUNG-based tool visualizing algorithms like Dijkstra's and Kruskal's, used by 30+ students.
- Implemented interactive features that improved user engagement by 25% and deepened algorithm comprehension.

SKILLS

- Programming Languages: Java, C, C++, Python, HTML, CSS, SQL, R, JavaScript (React)
- Tools / Technologies: Agile (Scrum), Git, GitHub, Docker, CI/CD, Windows, Linux, MySQL, VSCode, PvCharm, IntelliJ, Eclipse
- Software Proficiency: MS Office 365, GUI development, JIRA, Slack, Microsoft Teams, AWS

EDUCATION

George Mason University | Fairfax VA

Aug 2021 — May 2025

Bachelor of Science in Computer Science | GPA: 3.84

- Relevant Coursework: Data Structures, Analysis of Algorithms, Object-Oriented Programming, Advanced C Programming, Software Engineering, Probability and Statistics, Professional and Technical Writing, Discrete Mathematics, Linear Algebra, Analytic Geometry and Calculus I, II, III
- Awards/Honors: Dean's List, Mason Idea Scholarship