

# AVANTIKA NAIK

## Computer Science Student at Carnegie Mellon University

@ tikanaik@gmail.com    6 Woodland Way, Mansfield, MA, 02048    <https://avantikanaik.github.io>    in [www.linkedin.com/in/tika-naik/](https://www.linkedin.com/in/tika-naik/)  
<https://github.com/AvantikaNaik>    <https://www.youtube.com/user/avantikanaik>

## EXPERIENCE

### Tutor

#### CMU 15-112

Aug 2020 – Present    Pittsburgh, PA

- Tutored college students in Python as a part of CMU CS 15-112. Topics included data structures and algorithms, NP completeness, and Monte Carlo methods. Helped improve test scores from 60s to 90s.

### Asset Management - Intern

#### Fidelity Investments

July 2019 – Aug 2019    Boston, MA

- Created an internal visual assets database for company use. Analyzed metrics and advised the team with prediction. Streamlined data collection process. Supported 5 film shoots and edited 3 videos.

### Boundless - Fellow

#### Fidelity Investments

June 2018 – Aug 2018    Boston, MA

- Researched, analyzed, and pitched a stock to a panel of analysts which won the best pitch award. Received excellent overview of the company from leaders in Technology, Asset Management, Workplace Investing, and Personal Investing sectors

## EDUCATION

### Bachelors in Computer Science

#### Carnegie Mellon University

Sep 2020-May 2024    5000 Forbes Ave, Pittsburgh, PA 15213

- Freshman studying Computer Science considering an AI or Computational Biology concentration. GPA: 3.81

### High School

#### Mansfield High School

2016-2020

- Valedictorian, held leadership roles in Math Team, High School Quiz Show, National Honor Society, and A World of Difference extracurriculars.

## PERSONAL PROJECTS

### Tikademy - Web Application

Aug 2020- Jan 2021

- Tikademy is a Python web app created with Flask and a SQLite database that aims to bridge the gap between tutors and students by connecting them through a web-based matching algorithm.

### Phasmophobia112 - Python Game

November 2020

- Phasmophobia112 is a maze game created with Tkinter graphics in Python that incorporates a SQLite database. The game's implementation involved the A\* algorithm and recursive backtracking.

## LANGUAGES, FRAMEWORKS, TOOLS

SQL + SQLite    HTML    CSS    Git  
C    Python    Flask    Sockets    Latex

## SKILLS

Expert in video production  
Experienced in game design  
Understanding of investment management  
Advanced research skills

## CERTIFICATIONS

### CS50x

#### Harvard

January 2021

### Learning Git and GitHub

#### LinkedIn Learning

August 2020

## AWARDS

- MIT Blueprint Hackathon - 3rd place winner
- NCWIT Aspirations in Computing - 2020 Regional Affiliate Winner
- Science Ambassador Scholarship Finalist - [linked here](#)
- National History Day - 2 time National Competitor - [linked here](#)

## HACKATHON PROJECTS

### HackerGames

#### New Year New Hack - Jan 2021

Party pack of various games that can be played against an AI or using sockets to encourage social distancing. [Devpost Link](#)

### Hangman

#### MIT Blueprint - Feb 2020

Terminal game of 2-player hangman with ASCII art [Devpost Link](#)