AVANTIKA NAIK

Computer Science Student at Carnegie Mellon University

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EXPERIENCE

Cloud Computing Intern
DEKA Research and Development
📅 June 2021 – Aug 2021   📍 Manchester, NH

- Updated and improved over 2,000 lines of outdated Python code from 2.7 to 3.7, adding documentation, testing, and improving efficiency. Set-up and deployed a new multi-service AWS account.

Video Production Intern
Romar Spotlight Productions
📅 May 2021 – Aug 2021   📍 Remote

- Conceived, story-blocked, researched and interviewed, editing, and produced a 17-minute educational documentary on class ranks, which is being sold to 100s of customers.

Computer Science Teacher
Dr. Li's Kids Computer
📅 June 2021 – Aug 2021   📍 Remote

- Created educational slides, Kahoots, and homeworks, taught 2 classes of 10 students, ages 7-15, on general computer science topics and Python animation and games.

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.

EDUCATION

Bachelors in Computer Science
Carnegie Mellon University
📅 Sep 2020-May 2024   📍 5000 Forbes Ave, Pittsburgh, PA 15213

- Sophomore studying Computer Science, member of SASE, ScottyLabs, and Women@SCS and SCS4All.

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 clubs.

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` `AWS` `SML` `Latex`

SKILLS

`Expert in video production`
`Experienced in game design`
`Experience with AWS services`
`Advanced research skills`

CERTIFICATIONS

CS50x
Harvard
📅 January 2021

Learning Git and GitHub
LinkedIn Learning
📅 August 2020

AWARDS

- MIT Blueprint Hackathon - 3rd place winner - Devpost Link
- NCWIT Aspirations in Computing - 2020 Regional Affiliate Winner
- Science Ambassador Scholarship Finalist - linked here
- SegoLily Hacks Winner - linked here

HACKATHON PROJECTS

Petal
Sego Lily Hacks - August 2021

Website that gamifies saving the environment by letting users create an account where they can log their actions to grow or shrink a flower. Devpost Link

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