

AVANTIKA NAIK

Computer Science Student at Carnegie Mellon University

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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

2020-Present

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

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](#)