

AVANTIKA NAIK

Computer Science Student at Carnegie Mellon University

@ tikanaik@gmail.com

🔗 [avantikanaik.github.io](https://github.com/AvantikaNaik)

in [linkedin.com/in/tika-naik/](https://www.linkedin.com/in/tika-naik/)

📄 github.com/AvantikaNaik

▶ [Tika Talks](#)

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- Updated and improved over 2,000 lines of outdated Python code from 2.7 to 3.7, adding documentation, testing, and improving efficiency.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](#)