

Avika Narula

347-901-0119 ♦ 160 Bleecker St, 10012, New York, NY ♦ an1520@nyu.edu

Education

New York University, New York | B.A in Computer Science

Expected graduation: **May 2017**

Cumulative GPA: **3.85** Major GPA: **3.90**

Computer Science courses: Discrete Mathematics, Data Structures, Basic Algorithms, Computer Organization Systems, Operating System, Object-Oriented Programming, Parallel Computing, Algorithmic Problem Solving, Applied Internet Technology, Database Design.

Experience

Bank of America 2016 Summer Analyst Technology Intern (June 2016 - August 2016)

- ❖ Developed a user interface used by mortgage traders to facilitate the bidding process for Bid Wanted In Competition (BWIC) trades. The user interface facilitated communication and enhanced information sharing amongst traders.
- ❖ Designed the front-end layout and functionality (JavaScript, HTML, and Python) and developed the back-end components (Python) to store and retrieve data for the BWIC user interface.

New York University's Interactive Computing Grader (September 2015 - present)

- ❖ Graded and debugged student's weekly assignments which focused on creative and art based computing.

New York University's Introduction to Computer Programming Grader (January 2015 - May 2016)

- ❖ Graded and troubleshooted students' Python assignments which focused on core computer science concepts such as logical flow, functions and data structures.

Web Application Developer at SoftControl.Net, Ltd (June 2015 - August 2015)

- ❖ Developed a web application for a document archival system to facilitate workflow and improve file management system for companies looking to digitize their documents.
- ❖ Designed and built a file management system using PHP and MySQL database.
- ❖ Developed a user interface for the document archive system using JavaScript, and Angular.js.
- ❖ Used external libraries, resources, and APIs, such as Angular.js and various PHP frameworks (Laravel, Yii) to facilitate the development of the web application.

New York University's Introduction To Computer Programming Tutor (September 2014 - December 2014)

- ❖ Held weekly office hours to help students design, conceptualize, and debug their code using Python.

Activities

Web Virtual Reality Independent Study (August 2015 - present)

- ❖ Collaborating with an NYU professor to build tools that developers can utilize to create virtual reality content on the web.
- ❖ Exploring the ways in which users can better interact with virtual reality content by integrating the Leap Motion Controller, Kinect Sensor, and various other technologies to create a more immersive user experience.

Design Days Lead and Executive Board Member of Tech@NYU (September 2015 - present)

- ❖ Fostered a community of students interested in creative and design technology by hosting workshops in collaboration with accomplished speakers in fields such as creative technology, user research, design thinking, and digital product design.

Teaching Assistant at the Tech Focus III at the Guggenheim Museum (September 2015)

- ❖ Collaborated with NYU professors to teach curators, conservationists, and artists about conserving digital art through Processing, open source project, git, and disk imaging at the Guggenheim Museum.

Leap Sensor Motion Game Design: "Jelly Roll" (December 2014)

- ❖ Successfully completed a Leap Motion Sensor based game using Java with a group of four people.
- ❖ Presented in the NYU Computer Science showcase for outstanding implementation.

English Mentor and Physical Education Volunteer at Foundation for the Blind in Thailand (Summer 2010-2014)

- ❖ Taught English and Physical Education to visually impaired children through lesson plans geared towards emphasis on sound and tactile learning.

Skills and Interests

- ❖ Programming Languages: Java (advance), Python (advance), C (intermediate), JavaScript (intermediate).
- ❖ Fluent in English and Thai.