Saahiti Andhavarapu

980-267-2604 | sandhavarapu7@gatech.edu | www.linkedin.com/in/saahitiandhavarapu |

EDUCATION

Georgia Institute of Technology — Atlanta, GA
Bachelor of Science in Computer Science — *Aug. 2023 – May. 2026*
- **Concentration**: Info Internetworks and Intelligence
- **Coursework**: Introduction to Computing, Introduction to Object Oriented Programming, Introduction to Database Systems, Data Structures and Algorithms, Computer Organization and Programming, User Interface Design, Robotics: AI Technique, Objects and Design, Introduction to Discrete Math CS, Linear Algebra
- **Deans List**: Dec 2023, May 2024, Aug 2024

EXPERIENCE

Vertically Integrated Project for Diabetes and Chronic Diseases — Aug 2023 – Present
Georgia Institute of Technology — *Atlanta, GA*
- Developed an educational video game using Python for game logic and Ren'Py for narrative-driven user experience, simulating the effects of diabetes management strategies.
- Implemented complex interactive scenarios with conditional logic and state management in Python, enabling users to explore the impact of lifestyle choices on diabetes progression and chronic conditions.
- Contributed to a scalable codebase by applying modular design principles and version control, optimizing performance, and ensuring seamless integration between Python-based simulations and Ren'Py scripting.

Helen Fellow and Researcher for Dr. Arriaga — May. 2024 – Present
Georgia Institute of Technology — *Atlanta, GA*
- Conduct research in collaboration with Dr. Arriaga on mHealth systems for chronic care and mental health, with a focus on user-centered design and enhancing patient engagement
- Develop computational systems to support patient self-advocacy and improve communication between patients and healthcare providers.
- Participate in Georgia Tech BridgeUP STEM, mentoring scholars, contributing to workshops, and supporting health and wellness initiatives while working on real-world research projects.

PROJECTS

Clother App in IOS Club | *Swift, SwiftUI, Figma* — Jan 2024 – May 2024
- Developed an iOS app for clothing management using Swift, incorporating an outfit generation algorithm based on weather, color, and formality.
- Integrated web scraping techniques to auto-populate clothing details, streamlining user input and enhancing efficiency.
- Applied MVVM architecture for scalability and maintenance, while using Figma to design and prototype an interactive UI/UX seamlessly integrated with Swift code.

Airplane Database Project | *MySQL* — May 2024 – Aug 2024
- Designed and implemented a MySQL relational database, creating an EERD and translating it into a normalized schema
- Developed and populated the database on a localhost server, converting data from a non-normalized to a fully normalized structure
- Implemented SQL views and stored procedures for efficient data retrieval and documented unhandled exceptions for reliability

Mental Health Journal through HackGT | *HTML, CSS, JavaScript* — Sep 2023
- Led the development of a web app for mental health journaling using JavaScript for dynamic content updates and interactive features
- Designed a responsive UI with advanced CSS techniques, including flexbox and grid, for a visually appealing layout
- Implemented real-time mood tracking and dynamic journaling, ensuring cross-browser compatibility and optimized performance

TECHNICAL SKILLS

Languages: Java, Python, SQL (MySQL), Swift, JavaScript, HTML/CSS
Developer Tools: Git, VS Code, Visual Studio, PyCharm, Xcode, Figma