

Deesha Kumbham

✉ drk170000@utdallas.edu

🌐 deesha4272.github.io/personal/

📞 (214)-518-8223

🐙 github.com/deesha4272

Education

Aug 2018 – May 2022

The University of Texas at Dallas
Bachelor of Science in Computer Science

GPA: 3.7

Employment

June 2020 – August 2020

Lockheed Martin • Software Engineer Internship • Syracuse, NY

- Developed features on truck radar systems interface to improve readability and bugs
- Created **shell** scripts to automate installation processes using **robot** framework and **Jenkins**

June 2017 – August 2018

Vasquez Taekwondo Academy • Blackbelt Instructor • Frisco, TX

- Leading adult and teen classes as a blackbelt instructor
- Managing summer camps for kids

Leadership Roles/Organizations

April 2020 – Present

Society of Women in Engineering UT Dallas • Officer of SWE

- Managing a committee to organize SWE Conference scholarship for aspiring women engineers
- Leading workshops on building personal websites and professional development

Nov 2019 – Present

WEHack 2020 • Co-head of logistics committee

- Co-hosting the first all-female hackathon at UTD
- WEHack is creating a diverse environment to empower women in engineering

Aug 2020 - Present

Women Who Compute at UT Dallas • Mentor

- Established Ladies in Tech program to provide mentorship for freshman to cultivate skills

Feb 2020 – May 2020

Association of Computing Machinery at UT Dallas • Student Developer

- Developed Safe Routes mobile app in a team of three

Skills

Programming Languages

Python, HTML, CSS, Java, JavaScript, R, Bash/Shell, SQL, C/C++

Frameworks / Platforms

React, React Native, Unity, Unreal, Robot framework, Jenkins

Courses

Java/C++, Data Structures, Discrete Mathematics, C/C++ in Unix, Computer Architecture

Projects

Safe Routes App

- Created a navigation app that prioritizes safety using **react native**
- Developed an algorithm to create a safety rating using **Google Maps API**, **NHTSA API**, and **MapQuest Traffic API**
- Placed in **top 5** in ACM Projects competition

Monster Barrel Game

- Created a game using C using **unity engine** and **Blendr** for graphics that had rolling monsters needed to be caught in a barrel with a score system

FACE Website

- Developed a prototype website for a non-profit organization Facing Abuse in Community Environments to store hate crime reports using **MongoDB**