# ESHA MEHTA

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## Education

Bachelor of Science in Computer Science, Math Minor, Interactive Media Minor
University of Miami - Coral Gables, FL
GPA: 3.8

## Work History

**Tech Fellow**, 9/2025 to 11/2025
**Codepath**
- Supporting and mentoring 507 students (among 20,000 students) enrolled in *Codepath Technical Interview Prep Intermediate course (TIP102)*, covering graphs, binary trees, binary search trees, recursion, divide and conquer algorithms, linked lists, stacks, queues, two pointer method, dictionaries, strings, arrays, and the UMPIRE technical interview strategy
- Host and manage interactive breakout sessions on Zoom (twice a week), providing live code reviews, algorithmic debugging, and peer programming support
- Track learning metrics and report weekly student progress via CodePath's internal data dashboard to understand and improve retention and student success

**Product Management + Quality Assurance Intern**, 06/2024 to 08/2024
**Caregility**
- Supported cross-functional product development by gathering requirements, drafting workflows, collaborating with UX Designers to generate mockups, and managing tasks using Jira to prototype AI-based features
- Conducted market analysis on Computer Vision and Ambient Documentation AI technologies, producing 5 internal Confluence knowledge bases used to streamline product research
- Authored 3 product requirements documents defining specifications for AI-based ambient scribing and computer vision tools
- Executed QA test suites and smoke tests across multiple builds, identifying and logging issues in Jira

**XR Device Configuration & Technical Support**, 01/2024 to 03/2024
**VESL (University of Miami)**
- Configured and maintained 18 Meta Quest 3 VR headsets, enabling seamless deployment for a large-scale immersive opera performance attended by 125 participants
- Managed 18 unique account ecosystems (Meta, Figmin, Sketchfab, and Gmail), ensuring full compliance with security and access protocols
- Developed and documented device provisioning workflows using Excel asset tracking and physical labels, reducing setup time to 30 minutes and achieving 100% immediate device availability
- Supported on-site testing and live troubleshooting, resulting in 100% device readiness on performance day

**Computer Science Teaching Assistant**, 08/2023 to 12/2023
**University of Miami**
- Tutored 68 students in Data Structures & Algorithms and Computer Programming II (Java), emphasizing efficient coding patterns and algorithmic complexity analysis
- Facilitated lab programming sessions focusing on sorting, graph traversal, and tree balancing techniques
- Provided individualized debugging support and detailed feedback on all 9 course assignments, helping students improve code quality and adherence to best practices
- Tutored students in Red-Black Trees and Dynamic Programming logic using visual demonstrations and 1-on-1 verbal feedback, improving conceptual clarity

**Lead Developer**, 01/2023 to 12/2023
**VESL (University of Miami)**
- Developed an augmented reality (AR) application for Samsung Android tablets using Unity and C#, offering young hospital patients a playful and therapeutic tool to track medical treatment, record personal dreams, and maintain daily journal entries through interactive check-ins and "dream lantern" features
- Built an ecosystem of virtual animals and plant-care mechanics to encourage engagement, emotional expression, and feelings of ownership during patient recovery
- Gathered and translated user-centered requirements into development tasks via collaboration with managers, healthcare professionals, and fellow developers, tracking milestones using Trello (Kanban)
- Partnered with 3D artists and interaction designers to implement scalable components, including animated characters and user interface (UI) system

**Developer**, 02/2021 to 12/2022
**XR Garage (University of Miami)**
- Designed, developed, and deployed an interactive quiz and simulation of an asthmatic child for the Magic Leap headset using Unity, C#, providing caregivers an immersive tool to learn best practices for managing pediatric asthma
- Participated in Agile Scrum workflows, attending sprint planning sessions and managing development tasks via Jira boards
- Documented development processes, bugs, technical challenges, and outcomes to support continuous integration and future project scalability
- Analyzed performance metrics, usage patterns, and user feedback to improve interface usability, and optimize performance

## Skills
- **Programming Languages**: Python, C#, HTML, JavaScript, CSS, Java, C++, Swift
- **Tools and Equipment**: Unity, Unreal, Meta Quest 3, N8N, Retell AI, Twilio, Microsoft Power Automate, Magic Leap, Confluence, Jira, Plastic SCM
- **Soft Skills**: Technical communication, collaborative teamwork, learning agility, documentation

## Publications
Foronda, C., Mehta, E., et al. (2023). Usability of a virtual reality application to educate family caregivers of children with asthma. *Clinical Simulation in Nursing*, 84, 101465. https://doi.org/10.1016/j.ecns.2023.101465

## Certifications
- Intermediate Technical Interview Prep (Advanced) - CodePath, May 2025

## Awards & Activities
- Broward XP Boost: Booth Staff & Event Coordinator (May 2025), Community Events Organizer (May 2025-Present), Game Jam Organizer (September 2025-Present)
- Google Developer Student Club: Treasurer (Fall 2024), Advisor (2023–2024), Event Chair (2022–2023)
- Society of Asian Scientists and Engineers: Marketing Director (Fall 2022)
- Provost's Honor Roll (Fall 2021)
- President's Scholarship (2021 - 2024)
- Silver Knight Honorable Mention (Spring 2021)