

# ADITYA DEOTALE

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## Education

### **Bachelor of Science (BS) Computer Science**

Ira A. Fulton Schools of Engineering

Arizona State University, Tempe, Arizona.

**Spring 2018**

**GPA: 4.00/4.00**

## Professional Experience

### **Subject Area Tutor, Arizona State University**

**January 2016 – Present**

- Taught students one-on-one as well as large groups of students in various math and CS courses
- Provided excellent customer service to students

### **Summer Conference Assistant, Arizona State University**

**May – August 2016**

- Worked with computer database in locating student and visitors and gathered information regarding their room status under FERPA guidelines

### **Volunteer at UON Technologies, Tempe, Arizona**

**October – November 2014**

- Debugged and wrote code for parsing files from .txt to .csv in Python

## Projects

### **Travel Agent 007 Video Game**

**January 2017**

- Created a game where the user makes spontaneous decisions in taking flights to specified destinations based on given scenarios under a time constraint
- Used flight availability and flight price data fetched from Amadeus's public APIs
- UI was built on D3.js and backend was built on node.js

### **Smart Toilet Project**

**November 2016**

- Designed an add-on device for toilets that would regulate the flush depending on the use
- Worked with Raspberry pi to get input from IR sensor and output it to servo motors
- User can check the amount of water saved through a mobile application

### **Ticketmaster API Integration with Amazon Echo**

**October 2016**

- Created a program that would take voice input, convert it to text, use a Ticketmaster API to search for events in the user's location, and return the number of results in voice
- Had the ability to work in conjunction with the Amazon Echo

### **2-D Platform Games**

**March – May 2015**

- Developed multiple 2-D survival games using GameMaker language
- Implemented various object-oriented skills and learned different aspects involved in game development

## Coursework and Technical Skills

**Technical Skills:** *Operating Systems:* Windows, Linux, Mac OS, Raspberry Pi

*Programming languages:* Java, JavaScript, C/C++, Python, HTML, CSS, MATLAB, D3.js, node.js, Assembly Language, GML, Prolog, Scheme

**Courses:** Operating Systems, Principles of Programming Languages, Intro to Theoretical Computer Science, Data Structures and Algorithms, Intro to Software Engineering, Computer Org/Assembly Language Programming, Object Oriented Programming, Probability and Statistics for Engineer Problem Solving, Discrete Mathematics, Economic Analysis for Engineers, Game Development