Ishayu Mahendra

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EDUCATION

University of Georgia   Athens, GA
Bachelor of Science in Computer Science   *May 2026*

Relevant Coursework   GPA: 3.54
Software Development, Data Structures, Systems Programming, Theory of Computing, Discrete Mathematics

SKILLS

Languages: Java, C#, C, C++, HTML, CSS, JavaScript, Python
Frameworks and Libraries: .NET, Godot
Databases: SQL (MySQL)
Tools/Software: Visual Studio Code, Git, EMACS, Eclipse, LaTeX
Operating Systems: Unix

EXPERIENCE

Volunteer   April 2024
Georgia Science and Engineering Fair   *Athens, GA*

- Supervised complex engineering projects, ensuring participants excelled in a competitive environment through guidance and technical support
- Mentored 30+ groups of K-12 students by providing constructive project feedback, fostering innovation that led to successful ideas
- Enforced safety guidelines consistently, even when students were reluctant to comply, ensuring each project met the event's qualifications

PROJECT EXPERIENCE

Interactive Fan Page | *Personal Ongoing Project*   July 2024 – Present

- Designing an interactive fan page with a survey form using HTML and CSS to collect user feedback
- Customizing the layout, color scheme, and margins with CSS to create a visually appealing interface
- Implementing various input methods in HTML, including text fields, radio buttons, and drop-downs for a smooth user experience
- Developing a C# backend to handle form submissions, process user input, and perform website operations
- Integrating a MySQL database to store and manage user data from the survey form for efficient data handling and retrieval

.NET Console Game | *Personal Project*   June 2024

- Developed a .NET-based console game using C#, designed to provide an interactive, text-based experience
- Implemented methods to capture and handle keyboard inputs, updating the player's cursor in response to user actions
- Designed game logic and mechanics, including player movement and action commands that ensured smooth functionality
- Utilized object-oriented programming principles to create reusable code and modular game components
- Conducted thorough testing and debugging to ensure optimal performance and functionality

Real-Time Weather Data App | *Academic Project*   November 2023

- Developed a RESTful API-driven application that provided real-time weather data based on over 500 user-inputted zip codes
- Incorporated an intuitive user interface with JavaFX, featuring a search bar, loading indicator, and image gallery
- Parsed and processed JSON data from the web API using GSON and HTTPS protocols for seamless integration
- Utilized Git for version control and collaboration, tracking changes and managing dependencies through the terminal