

# Pawan Jayakumar

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## EDUCATION

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### University of Virginia Engineering School

Bachelor of Science in Computer Science

August 2020 - June 2024

Current GPA: 3.83/4.0

## RELEVANT COURSEWORK

Software Engineering Techniques, Data Structures and Algorithms, Machine Learning, Operating Systems, Stochastic Processes, Linear Algebra, 4+ years of Python and C++

## PROJECTS

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### Slider | *Unity, C#*

Mar 2022 - Present

- Developed a puzzle game called [Slider](#)
- Released the demo in July of 2022 and has since been saved in over 1000 wish-lists
- Won best Student Game Award at the [Independent Game Festival 2023](#)
- Skills Learned: Game design, Puzzle design, Unity, C#, Project management, Event based programming, Animation

### Facial Recognition and Detection System | *AWS S3, AWS DeepLens, tensorflow, OpenCV*

Jun 2019 - Aug 2019

- Developed a facial recognition system using AWS deeplens with 99.37% accuracy to identify people of interest
- Presented the system to government contractors and a Comcast executive
- Skills Learned: Data augmentation, Transfer learning, Cloud computing, Internet of things

## EXPERIENCE

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### Capital One | *Software Engineering Intern*

Jun 2023 - Aug 2023

- Designed a per-data-set discussion page to facilitate collaboration between Capital One associates
- Deployed the page and is being used in over 19,500 data-sets and by over 15,000 monthly users
- Eliminated hundreds of hours of development time for the team by creating a faster local development environment
- Presented design improvements to product designers when oversights were discovered
- Skills learned: Apollo GraphQL, React, Tailwind CSS, Webpack, UI/UX, reviewing pull requests

### Capital One | *Software Engineering Intern*

Jun 2022 - Aug 2022

- Designed and deployed an automated server-less system to audit vulnerability report data using Amazon Web Services
- Created a responsive chart user-interface to display reports for internal capital one customers
- Improved real-time database updates by hashing vulnerability data
- Automated database population by creating API's to call re-population lambda functions
- Skills learned: AWS DynamoDB, Dynamo stream, Lambda, EC2, API/HTTP, Python, Angular, NodeJS

### University of Virginia | *Machine Learning Research Assistant*

Dec 2020 - May 2021

- Worked with Dr. Hongning Wang and PhD student Zhendong Chu on machine learning on crowd sourced data using general adversarial networks
- Achieved 14% increase in crowd-sourced data task performance compared to majority voting by implementing crowd layer in pytorch
- Gained experience reading and implementing papers, designing experiments, and statistical evaluation and presentation
- Skills learned: Python, PyTorch, Tensorflow, Numpy, Linear Algebra, Statistics

### Korean Student Association at University of Virginia | *Officer Board Member*

Aug 2021 - May 2022

- Organized and hosted cultural and social events for over 400 members
- Captured, edited, and published thousands of photos and videos from events
- Facilitated social and academic connections between members

### University of Virginia | *Teaching Assistant*

Aug 2022 - Dec 2022

- Lead 100+ students in laboratory sessions and office hours by conducting code reviews and peer mentoring
- Improved my ability to read code, debug, explain complex concepts, master c++ skills, and lead classroom sessions