Kaushik Vejju

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EDUCATION

University of Maryland, College Park Computer Science (B.S) • Cumulative GPA: 3.93/4.0 College Park, MD August 2021 – May 2024

Relevant Coursework: Data Structures (Object Oriented Programming II), Computer Systems, Discrete Structures, Algorithms, Organization of Programming Languages, Applied Probability & Statistics I, Calculus II & III

TECHNICAL SKILLS

Languages: Java, C, Python, JavaScript/TypeScript, HTML5, CSS, Unix, Frameworks: Django, Angular, Spring Boot, JUnit, Development Tools: Git, Postman, Vim, VS Code, Eclipse, Oracle SQL Developer

EXPERIENCE

University of Maryland: Computer Science Department

College Park, MD August 2022 – Present

Undergraduate Teaching Assistant

- Grading assignments and examinations for 200+ students in Professor Yoon's Introduction to Computer Systems class.
- Hosting office hours (4 hours weekly) to resolve technical issues during environment setup, provide guidance on projects, and clarify course topics such as C programming, dynamic memory allocation, and process control.

Prudential Financial

Newark, NJ

Software Development Intern

June 2022 – August 2022

- Utilized Angular and TypeScript to apply UI enhancements and provide functionality for a language toggle on Prudential's Disability Insurance Calculator, making 60+ phrases/sentences in the website accessible in Spanish.
- Designed and fully implemented a new RESTful microservice with Java Spring Boot, and defined endpoints in this service's API to validate and respond to 100+ client-side requests from the Disability Insurance Calculator UI.
- Enabled microservice to interface with the Apache POI and JDBC APIs to read/write information from .xls files and call SQL stored procedures to insert 50+ user details into an Oracle Database.
- Evaluated the back-end service's functionality through Postman and writing 80+ unit test cases to a Node.js test suite.
- Presented the modernized full-stack application to over 30 software developers in the Global Technology department.

Smith Investment Fund (SIF)

College Park, MD

Junior Quantitative Analyst & Infrastructure Engineer

October 2021 - Present

- Selected member (< 12% acceptance rate) of Quantitative Team, and completed out-of-school introductory Quantitative Finance training on concepts such as data science, statistical analysis, and financial modeling.
- Collaborated with 1 junior analyst to research and engineer a momentum-based alpha trading strategy using Jupyter Notebook, Python libraries (NumPy, pandas, matplotlib), and SIF's infrastructure for back testing.
- Co-leading the development of *SIFSearch*, a Django-based application that leverages Algolia's Search API to enable 20+ club members to upload and search for relevant media (research articles, finance-related projects, etc.) in a PostgreSQL database.

PROJECTS

Prudential Hackathon: Annuities Page — React JS, TypeScript, Python, HTML, CSS, AWS Cloud 9, Amazon S3

- Built a single-page-application with ReactJS that displays 5 years of raw annuity data from an Excel spreadsheet in a consolidated and easily navigable manner and deployed the website to an Amazon S3 bucket.
- Implemented a Python script to create a JSON file from the annuity data, which the front-end code utilized to present the appropriate metrics in the UI based on the user's selection of an annuity product and asset group.
- Won 1st Place in Prudential's Global Technology Intern Hackathon.

Automotive Dataset Analysis & Trading Strategy (Source Code) — Python, Jupyter Notebook, yfinance, pandas, NumPy, matplotlib

- Jupyter notebook that performs an exploratory data analysis on 3 automotive stocks (Lucid, GM, and NIO) by identifying, conceptualizing, and visualizing trends in the closing price, volume traded, and yearly returns.
- Designed a mean-reversion based trading strategy for NIO stock and assessed its performance by comparing its cumulative returns with those of the S&P ADR Index from 1 year of historical data provided by the yfinance library.

Random Punch (Source Code)

- Java-based game developed simulates a fight between two characters, where players can only land attacks or perform special moves upon correctly guessing a randomly generated number.
- Developed project with fundamental object-oriented design concepts, specifically inheritance and polymorphism.

LEADERSHIP

College Park Scholars Advisory Board (SAB) Board Member

College Park, MD September 2021 – Present

- Elected student representative for Science, Discovery, and The Universe Scholars program.
- Coordinating with board members to organize and manage Scholars-related events and initiatives to improve the experience of 500+ students in College Park Scholars.