

# KUSHAL UPRETI

Raleigh, North Carolina

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## Education

### North Carolina State University

*Bachelor of Science in Computer Science*

- GPA: 3.96/4.0

**Graduating 2026**

*Raleigh, NC*

## Relevant Coursework

- Data Structures and Algorithms
- Object Oriented Programming
- C and Software Tools
- Operating Systems
- Discrete Math
- Multivariable Calculus
- Linear Algebra

## Experience

### TerraDotta

**June 2024 - August 2024**

*Data Management Intern*

*Chapel Hill, NC*

- Assisted in Zendesk software overhaul resulting in efficiencies contributing to a **37% reduction** in open support tickets.
- Collaborated with Customer Success to **verify** and **update** client contact information for a repository of over **800** clients.
- Performed extensive data entry **weekly** to ensure comprehensive and accurate account records in Zendesk for over **800** clients.

### Undergraduate Learning Assistant

**August 2023 - December 2023**

*Teaching Assistant*

*Raleigh, NC*

- Led 2 weekly lab sessions for an average of **40 students**, resulting in a **18%** increase in average assignment grades compared to the previous semester.
- Received praise for **clear explanations** and **effective assistance**, leading to improved student **comprehension** and **performance**.
- Held regular office hours, assisting an average of **12** students per week and achieving a **90%** satisfaction rate based on student feedback surveys.

### Vogro

**May 2020 - August 2020**

*Software Engineer Intern*

*Toronto, Canada*

- Developing and maintaining a multi-platform mobile app that connects tradespeople to home owners
- Managed **100+** deliveries through the app and gained **500+** volunteers within **4 months**
- Developed User Interface through **Flutter** and **Dart**

## Projects

### Personal Portfolio Website | *HTML, CSS, JavaScript*

**August 2024**

- Created a responsive portfolio website using HTML, CSS, and JavaScript, highlighting skills and projects.
- Emphasized user-friendly design for smooth navigation and engagement using common UI/UX principles

### SortingVisualizer | *Java, JavaSwing/Awt*

**January 2024**

- Created a dynamic sorting visualizer application in Java using JavaSwing/AWT, showcasing five distinct sorting algorithms.
- Emphasized algorithmic analysis by displaying the number of comparisons, providing insights into the Big-O complexities and performance differences between algorithms.

### PackScheduler | *Java, JavaSwing/Awt*

**December 2023**

- Designed and developed a comprehensive scheduling system for managing student and faculty schedules, file loading, schedule exporting, and course catalog manipulation.
- Utilized customized data structures to optimize efficiency and accuracy during data input and manipulation processes.

### 2048 Duplicate | *HTML, CSS, JavaScript*

**December 2023**

- Developed a web-based replica of the popular 2048 game using HTML, CSS, and JavaScript.
- Implemented the core game mechanics, including tile movement, merging, and score tracking, to faithfully recreate the original gameplay.

## Technical Skills

**Languages:** Java, C, Python, HTML, CSS, JavaScript, Basic Assembly (x86-64), MySQL

**Tools:** Git, Jenkins, JUnit