Aryaman **Naik**

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EDUCATION

UNIVERSITY OF MICHIGAN
BS in Computer Science
Expected May 2017 | Ann Arbor, MI
GPA: 3.83 / 4.00

BD SOMANI INTERNATIONAL SCHOOL
International Baccalaureate
Grad. May 2013 | Mumbai, India
IB Score: 40/45

LINKS

Github:// **aryamannaik**
LinkedIn:// **aryamannaik**

COURSEWORK

UNDERGRADUATE
Operating Systems
Web Databases & Networks
Computer Security
Computation Theory
Computer Organization
Data Structures & Algorithms
Intro to Data Structures & Algorithms
Discrete Math
Elementary Programming Concepts

SKILLS

GENERAL
• Unix • TCP/IP
• Information Retrieval
• Object Oriented Programming
• Computer Architecture
• Multithreaded Programming
• Distributed Systems

LANGUAGES/FRAMEWORKS
• C++ • Python • C • Ruby
• JavaScript • MySQL • CSS
• HTML • ARM Assembly • Flask
• Rails • CoffeeScript • Node.js • Shell

EXPERIENCE

GROUPON | Software Engineering Intern
June 2016 – August 2016 | Seattle, WA

- Restructured Ruby back-end by modifying architecture and exposed endpoints to prepare for team's conversion to Groupon's Universal Checkout Application
- Reimplemented the GrouponLive checkout application to reflect changes recommended by consumer research with CoffeeScript and Node

GETSMARTER | Software Engineering Intern
May 2015 – July 2015 | Cape Town, South Africa

- Evaluated the technical feasibility of multiple frameworks like Rails, RubyMotion and PhoneGap to serve as a development platform for GetSmarter's mobile app
- Constructed a mobile first web application using Ruby on Rails, foundation-rails and the Moodle API

MHACKS | Core Team
September 2015 – February 2016 | Ann Arbor, MI

- Responsible for the organization of a hackathon with over 750 attendees
- Co-ordinated with suppliers, managers and sponsors to ensure successful execution of the hackathon

PROJECTS

SEARCH ENGINE | 2016
- Implemented PageRank and the HITS algorithm using C++, Python and Hadoop to index a few hundred thousand web pages

COMPUTER ARCHITECTURE | 2015
- Simulated caching, pipelining and other computer architecture concepts in C

POKEMON | 2015
- Created a C++ program that uses backtracking and branch and bound algorithms to find out the best paths to catch all pokemon

CLUBS AND SOCIETIES

2016	Member	Eta Kappa Nu - Beta Epsilon Chapter, EECS honor society
2016	Member	Michigan International Students Society
2013	Chair	Markley Multicultural Affairs Council
2013	Captain	Mumbai City Judo Team