Ishani Sahu

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EDUCATION

The University of Texas at Austin, Austin, TX

B.S. Computer Science, **Turing Scholar** *(Honors Computer Science Program) | Class of 2020*

Relevant Coursework: Algorithms and Data Structures – Honors, Discrete Mathematics– Honors, Multivariable Calculus

Others: Number Theory, Real Analysis I/II, Combinatorics, Abstract Algebra

SKILLS

Technical / Computer Skills: Proficient in Java; Exposure to Python, Swift, Mathematica, LaTex

Languages: Fluent in English, Odiya; Basic language skills in Spanish

WORK EXPERIENCE

UR International Inc., Sugar Land, TX   Dec 2014 – June 2016

Junior Programmer

> Developed customer-specific Android application "Find My Towed Car" for the City of Houston Police Department and spearheaded conversion of Android application into an iOS application. Also coordinated development progress and collaborated with offshore team while testing.

Mathworks Honors Summer Math Camp, San Marcos, TX   June 2016 – Aug 2016

Counselor

> Led a group of students through proof-based Mathematics courses, broke down problem-solving techniques, aided students in the research process, and taught a Mathematica class. Managed both mathematical and social aspects of camp life.

RESEARCH EXPERIENCE

University of Houston, Houston, TX   Aug 2015 – May 2016

Researcher

> Formulated computational model of the lambda bacteriophage in the lytic and lysogenic cycles using the Gillespie algorithm in Python; worked under Dr. Ricardo Azevedo with graduate students.

Texas State University Computer Science Department, San Marcos, TX   May 2015 – Jan 2016

Research Team Leader

> Examined popular methods of integer compression, compared their efficiencies, and created a Java algorithm that compressed integers into fewer bits than other existing methods of compression; wrote research paper under mentor Dr. Dan Tamir.

Texas State University & 3M, San Marcos, TX   May 2014 – Oct 2014

Researcher

> Studied flaws in existing algorithms used to convert 2-D images to 3-D computerized models and experimented with more efficient methods of 3-D reconstruction in Python; wrote research paper under mentor Ms. Kandyce Bohannon from 3M.

ACTIVITIES & LEADERSHIP

Girls in Computing Club   Aug 2014 – May 2016

President, Secretary

> Raised interest in STEM among girls around the Fort Bend school district and hosted and organized Java workshops for underprivileged middle and high school-aged girls.

Fort Bend Falcons Special Olympics Team   Aug 2014 – Dec 2015

Head coach

> Coached students with disabilities in basketball and soccer; emphasized the value of teamwork and perseverance

PROJECTS

Taboo, iOS mobile application version of the board game "Taboo" in Swift   June 2016 – Current

- Learned Swift basics through online tutorial videos and focused on implementing Button clicks and navigation controllers; currently incorporating multiplayer functionalities and improving the UI

SafeText, Android application that discourages phone use while driving   Mar 2016 – May 2016

- Constructed an application that sends an automated text message to people who call a user while he/she is driving