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# ARNAV GARG

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## EDUCATION

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<b>Arlington, Texas</b>	<b>University of Texas at Arlington</b>	<b>August 2014 - Present</b>
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- B.S. (Honors) in Computer Science with Minor in Mathematics, May 2018. **GPA: 3.955.**
- Undergraduate Coursework: Operating Systems; Algorithms and Data Structures; Programming Languages; Comp. Architecture; Calculus I, II; Intermediate Programming; Object-Oriented Programming; Linear Algebra.

## WORK EXPERIENCE

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<b>Research Assistant</b>	<b>Heracleia Lab</b>	<b>Fall 2015 – Present</b>
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ReWind/ReMind (**SKILLS**: Javascript (NodeJS, SocketIO, JQuery), MS SQL)

- A web application that is built upon existing technologies to create a cognitive training application that helps people with associative memory deficits to make connections between objects and their meaning.
- Created the entire backend for the application using NodeJS.
- Implemented Integration of Socket.IO for bi-directional communication between front-end and the back-end.
- Used MS SQL for backend. Created a secure user authentication system and stored the data in MS SQL database.

SecurePass (**SKILLS**: Javascript (PhaserJS, JQuery), Adobe Photoshop, Apache2)

- Game that helps the user memorize system assigned passwords easily.
- Implemented the whole game from scratch by developing the game logic in JavaScript using PhaserJS Framework. Designed Sprites (Game Objects) using Adobe Photoshop.

<b>Software Developer, Intern</b>	<b>IDIR Labs</b>	<b>Summer 2015</b>
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- Worked on Dynamic Symbolic Database Application Testing.
- Integrated a JavaScript library for parsing, manipulating and plotting trees in the Newick format
- Displayed a visual representation of the nodes in the application tree using JsTree API.

<b>Controls Head</b>	<b>ROVER</b>	<b>Fall 2014 – Spring 2015</b>
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- Lead a team of 13 members to participate in the University Rover Challenge (URC). Placed top 20 world-wide.
- Improved the ROVER movement by implementing Joystick to Tank Drive Conversion.
- Worked on receiving and parsing the GPS values from the ROVER and displaying it on an offline map.

## TECHNICAL EXPERIENCE

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**Projects**

- **KonnnectMe** (2016). \_Won the best use of Cisco API award at **HackDFW** . Android App that creates an event by sending an interactive voice response and displays the response to the user. **Java, Cisco API, SQLite, NodeJS**
- **Nims Game** (2015 – 2016). Android Application that helps the user challenge a computer or another user at the game of Nims. **Java and SQLite**
- **Honey-Badger Ice-Cream Game** (2014). A Java GUI Ice-Cream Parlor Shop simulation game that lets children create their own ice-cream and manage money. **JavaFX and XML**.

## ADDITIONAL EXPERIENCE AND AWARDS

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- **Resident Assistant**: Leadership experience by managing 100+ residents at UTA since May '15.
- **Third Place, 2016 Student Engineering Week Challenge**: Project on 'Power of Big Data Analytics and Virtual Reality on Future Health Card Systems'.
- **College of Engineering, Deans List**: Am in the Dean's List; Fall '15, Spring '16.

## SKILLS, LANGUAGES AND TECHNOLOGIES

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- **Languages**: Java (Proficient), C++, C, Python, HTML, CSS, JavaScript, C#, PHP, SQL, Git and Objective-C.
- **Framework**: AngularJS, JQuery, NodeJS, Ionic Framework, Bootstrap, Ruby on Rails
- **Software**: Visual Studio; Microsoft SQL Server; Eclipse; Android Studio, Scene Builder, Robomongo.
- **Others**: Open Source Contributor/Enthusiast; High creativity and quick problem solving capabilities. Passionate about user experience.