Nandhini Ramanathan

801-865-4081 | nandhini2005@outlook.com | www.linkedin.com/in/nandhini-ramanathan4

EDUCATION

University of Utah: B.S. in Computer Science with Honors; B.A in Film and Media Arts   *GPA: 3.9*

LEARNING AND LEADERSHIP EXPERIENCES

Engineering Ambassador | University of Utah   *August 2025 - Present*

- Representing the College of Engineering to prospective and current students, fostering interest in Engineering fields by providing guidance, sharing insights on coursework, research, and academic resources.

Research Student (3 Credit CS Elective Independent Study)| University of Utah   *January 2023 - May 2025*

- Exploring relationships between genealogies and causes of death with a Utah database with Professor Kate Isaacs. Completed CITI training for Biomedical and learning CHPC tools with HTML, D3, JavaScript, and Vue.

Engineering Scholar | University of Utah   *August 2023 - May 2024*

- Exploring internships, networking events, and field trips while getting a research opportunity that is continued into my sophomore year with Professor Kate Isaacs in visualization.

Badminton Player | Highschool - University of Utah   *2018 - Present*

- School's badminton team playing other schools and taking Badminton classes at the U each semester.

Summer Bridge 2 Week Program Student | University of Utah   *July 2023*

- Making valuable connections with Professor Parker and Professor Johnson, school of computing professors, and other peers, campus, engaged in computing exercises, and received free ThinkPad laptops.

Skills USA Graphics Marketing Director| Skyline High School   *2022 - 2023*

- Involved with setting up the Granite District Leadership conference in October 2022.

RISE Ambassador | Skyline High School   *2022*

- Working together with the SBOs to promote school activities, meeting once a week.

PROJECTS

Interactive Life Investor Game | Group Project CS 3505 – C++, QT, Box2D

- Developed an educational game that simulates life investing for users to make financially smart decisions.

Sprite Editor | Group Project CS 3505 – C++

- Created a pixel-art sprite editor focusing on GUI design, event handling, and graphics rendering.

Spreadsheet Application | Pair Project CS 3500 – C#

- Created a collaborative spreadsheet application with live data editing and real-time updates.

Multi-Player Snake Game | Pair Project CS 3500 – C#

- Developed a multi-user chat application supporting concurrent messaging, user join/leave notifications (threading), and used client-server architecture for a snake game.

AWARDS AND HONORS

Dean's List, UofU College of Engineering and Fine Arts   *Fall, Spring, Summer 2023-2025*

Ivory Engineering Housing, Rio Tinto, other engineering, and fine arts scholarships   *2024-2025*

Winning art piece for the Honors Luncheon Graduation pamphlets   *2025*

Community Council Vice President organizing various events for MHC residents at the dorms.   *2024*

Making a drone with a team in 3D printing club and attending SOLIDWORKS workshops   *2024*

School of Computing Sticker Competition winner used for marketing   *2024*