# Naveen Kamath

U.S. Citizen • kamath.62@osu.edu • Columbus, OH • (937) 829-1176 • LinkedIn • GitHub

#### **EDUCATION**

The Ohio State University - Main Campus | Columbus, OH

B.S. in Computer Science and Engineering | GPA: 3.5 | Minor: Biomedical Engineering

May 2027

**Relevant Courses:** Computer Organization and Assembly Language, Data Structures and Algorithms, Object-Oriented Programming, Digital Logic Design, Discrete Structures, Fundamentals of Engineering

#### TECHNICAL SKILLS

Programming Languages: Java, Python, JavaScript, HTML, CSS, Dart, SQLite, REST API

Frameworks: React.js, Flutter, Flask, Computer-Aided Design (CAD), OpenCV, PyTorch, NumPy, Pandas, Tailwind CSS

Concepts: Machine Learning, Deep Learning, Object-Oriented Programming, Network Systems, Game Design

Tools/Technologies: Git, GitHub, VS Code, Microsoft Office, Google Workspace, Android Studio, Unity, Unreal Engine 5

#### TECHNICAL EXPERIENCE

## Ohio State Wexner Medical Center | Undergraduate Research Assistant | Columbus, OH Aug 2024 - Present

- Developed a mobile health application in **Flutter** to be used in a **clinical trial** on Gestational Diabetes
- Created features to log biometrics from Apple Health Kit to an encrypted SQLite database and OAuth 2.0
- Implemented an LSTM **Deep Learning** model analyzing **120,000**+ CGM data points per participant; achieved 0.0002–0.0033 MSE (normalized) for 5–30 min glucose predictions

## Air Force Research Laboratory | Software Engineer Intern | Dayton, OH

June 2024 - Aug 2024

- Developed a multiplayer touch screen application in Unreal Engine 5 for a research study used by 10 C-130 pilots
- Implemented game state management and system networks for seamless multiplayer functionality
- Analyzed 10+ CSV files with local outlier factor Machine Learning algorithm to determine the optimal flight time

### Air Force Research Laboratory | Software Engineer Intern | Dayton, OH

June 2023 - Aug 2023

- Created a Mixed Reality elevated radial maze in Unity for a research study on the efficacy of a laser deterrent
- Developed **3 objectives** (shooting targets, retrieving objects) and **collected 2 biometrics** (heart rate, pupil dilation)

### **PROJECTS**

## Degree Audit Parser | HackOH/IO 12 Project | GitHub

Oct 2024

- Led a team of four to develop a web app in React.js to present missing course details with responsive UI design
- Connected the backend to the frontend using Axios to handle API requests, integrating OSU Class Search API
- Engineered 10+ reusable React components, 20% reduction in page load times and enhancing functionality

#### Lanarchy OSU Club Website | Personal Project | Website

**July 2024** 

- Engineered a responsive web application using **React.js** and **Tailwind CSS**, resulting in a 30% increase in new member recruitment for the LANarchy OSU club
- Architected and implemented 8+ reusable and modular React components, optimizing responsive UI elements.
- Deployed and managed the application using GitHub Pages for seamless web hosting and version control integration

## Look2Type | Hack/AI 8 Project | GitHub

February 2024

- Developed a digital keyboard using webcam eye tracking, enabling users with locked in syndrome to type with eyes
- Preprocessed and annotated **over 800 images** to train a gaze direction prediction model in **PyTorch** achieving **0.7 bits of throughput** enhancing prediction efficiency and responsiveness for real-time user interaction

#### LEADERSHIP EXPERIENCE

#### Chief Technology Officer/Founding Member | LANarchy Club

Aug 2024 - Present

- Scaled the club from 0 to over 250 members in four months by creating a website and eye catching flyers
- Managed and planned 4 hour LAN parties with 40 participants and provided technical support to club members
- Engineered a bot leveraging Discord REST API and Google Sheets API to track club member statistics in real-time