

Rehaan Cherukattil

Software Engineering

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Github: <https://github.com/R3h44n>



Education:

Degree - Bachelor of Science in
Computer Science

Name of School: Seattle University

Expected Graduation: June 2026

Seattle, WA

- Dean's list

Courses: Data Structures and
Programming and problem solving



Skills:

- Computer Language: C++, Nodejs, CSS, and EJS/HTML
- Application Use: Visual Studio Code and Microsoft Visual Studio Code



Education Experience:

Board Game Projects / Seattle, WA (*September 2022 - December 2022*)

Computer Science Engineering

- Independently analyzed the project instructions on how to create board games, such as Snakes & Ladders and Card Matching, utilizing C++.
- Design, develop, and meticulously optimize code for various games to enhance project efficiency, ensuring the successful completion of tasks and project objectives
- Practice code structures, such as Loop Skills and If & Else Statements, to improve methodology.

Extracurricular Activities:

Association for Computer Machinery (ACM)

(*October 2023 - Present*)

Member

- Participate in the computer science events, by showing up in person, to learn and understand what other projects there are in these events.

Chess club (*September 2023 - Present*)

Member

- Participate in Chess club events, by attending weekly events, to have some fun and improve my strategic thinking.