Rishi Sajay

rishisajay@ufl.edu | 407-721-0428 | Orlando, FL

Education

University of Florida | Bachelor of Science in Computer Science | 2024

- Herbert Wertheim College of Engineering | Dean's List Recipient (Fall 2021, Spring 2022, Fall 2022)
- **GPA**: 3.97/4.00
- **Related coursework**: Operating Systems, Data Structures and Algorithms, Computer Organization, Databases 1 and 2, Software Engineering, Applied Machine Learning, Linear Algebra, Networking

Skills

Programming Languages: C++, Java, Python, HTML, CSS, JavaScript, C#, MATLAB, R, SQL

Application Design: Kivy, KivyMD, Django, Unity, Bootstrap

Other Skills: AWS, Scikit Learn, Keras/TensorFlow, Autodesk Maya, Adobe Photoshop

Experience

Amazon Web Services SDE Internship | AWS EMR *(May 2023 – August 2023)*

- Developed specialized EC2 instances to establish a secure connection between EMR (Amazon's big data analytics service) and a customer's private subnet cluster.
- Created an end-to-end feature that allowed for unique proxy customization, creation, and attachment.
- Condensed the proxy testing procedure from 2-3 hours to 10 minutes and 1 CLI command.
- Utilized Java, Bash, AWS DynamoDB, SQS, S3, and IAM.

Projects

ImLiterate – ShellHacks 2022 (*Fall 2022)*

- Developed a full stack web app to help kids with unequal access to education improve upon their vocabulary.
- Built with Django, Python, Google Cloud Vision, Bootstrap, and the Merriam Webster API

Portfolio Website (*Summer 2022)*

- Developed a personal portfolio website with HTML, CSS, and JavaScript. **(http://www.rishisajay.com)**

The Move (*Summer 2022 – Fall 2022)*

- Developed a full stack mobile app to help college students better plan their nights. Users can vote where they are planning on going as well as view other users' votes and how popular various locations are.
- Built with the Kivy library, Django, and Python.

Pulsar *(Summer 2022)*

- Created a 2D space fighter game largely influenced by Tank Trouble, where players are pit against each other in a dog fight with lasers, missiles, and more!
- Built with C#, Unity 2D and Photoshop.

Flight Optimizer *(Summer 2021)*

- Created a program that gives users the most efficient flight paths based on cost for trips within the US using graphs and Dijkstra's shortest path algorithm.
- Built with 2018 US flight data from Kaggle, C++, SFML, and TGUI

Extracurricular Activities

Dream Team Engineering (DTE) | Captain of Train of Four Project *(Fall 2022 – Summer 2023)*

- Captain of a team that utilized machine learning to automate the train of four test to measure patients' nerve functions.