Sanjay Sugumar

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Education

Texas A&M University August 2021 - May 2025 (anticipated)

- Cumulative GPA: 3.54 B.S. Computer Science, Minor in Business, Expected Graduation: Spring 2025
- Relevant Coursework/Certifications: Dean of Engineering Honor Roll, Data Structures and Algorithms, Program Design and Concepts, Discrete Structures for Computing, Programming Languages, Computer Organization, Foundations of Software Engineering, Computer Systems

Experience

Newpark Resources - IT Internship May 2023 - August 2023

- Developed and implemented Microsoft Power BI reports that allowed for data governance and better data management of hardware and software assets.
- Implemented a cost-saving system by creating automated notifications for software expiration, resulting in improved resource management and significant cost reductions.
- Analyzed and queried data using SQL, working directly with databases to extract meaningful insights and support data-driven decision-making processes using common industry data modeling practices such as snowflake and star schema.

Mathnasium, Greatwood, TX - Instructor December 2020 - April 2021

- Facilitated general instruction of various math topics for students aged 5 to 18.
- Completed basic data entry in excel and formatted data to be presentable to parents of students.
- Taught analytical thinking and vastly improved the grades and scores of students over time.

Kumon, Sugar Land, TX - Instructor September 2020 - January 2021

- Gave instruction on early math and reading topics to elementary school students.
- Graded worksheets and tabulated scores for individual kids on their lesson plans.
- Conveyed updates and results in a professional and diplomatic manner to parents.

Projects

PPM File Seam Carver (C++, Content-Aware Algorithms, Dynamic Memory)

- Constructed a program that used a content-aware algorithm to resize PPM format pictures.
- Used C++-specific concepts to display resized images without distortions and keep details.

Dice Rolling Game (Python, User Interface, Group collaboration)

- Created a gambling-style game that allowed users to place and stack bets until a faulty dice roll.
- Used Python to create a user-modifiable experience where users can change the game's rules.
- Collaborated alongside a group and maximized efficiency in case testing.

Dungeon Crawler Game (C++, Dynamic Arrays, Memory Allocation)

- Created an arcade-style dungeon crawling game with multiple levels with varying difficulty.
- Featured “monsters” that chased the player to add difficulty to the game.
- Employed usage of two-dimensional dynamic arrays to create a playable map environment.

Skills

Languages

- C++, Python, Haskell, Power BI, SQL, Java

Tools

- Logism, Visual Studio, GHCi

Interests

- Data Science and Analysis, Artificial Intelligence in Business, Testing and Improving Algorithms