

# Sai Sasank Achanta

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## SUMMARY

Computer Science student at University of Texas at Dallas currently in his second semester, with experience in web development, game development, mobile development, and AI research. Skilled in Java, Python, C#, C++, React.js, and PyTorch. Experienced in developing collaborative projects, building predictive models, and designing interactive applications. Thrives in learning environments and an aspiring Full-Stack Developer.

## EDUCATION

**The University of Texas at Dallas**, Richardson, TX

Expected May 2028

*Bachelor of Science, Computer Science*

- Coursework: Programming Fundamentals, Computer Science 1, Computer Science 2, Calculus 1, Calculus 2, Discrete Math, Linear Algebra, Physics 1 Mechanics, Introduction to Computer Science, Introduction to Engineering, Rhetoric 1302

## TECHNICAL SKILLS

**Programming Languages:** Java, Python, C++, C#, Swift, JavaScript, Typescript, HTML, CSS

**Operating Systems:** Windows, Linux

**Databases:** MongoDB, PostgreSQL, MySQL, Firebase, Supabase

**Frameworks & Tools:** OpenCV, PyTorch, TensorFlow, React.js, Node.js, Bootstrap, Spring Boot(Java)

**Game Development:** Unity, Godot

## PROFESSIONAL EXPERIENCE

**Bricks Bots and Beakers**, Plano, TX

August 2023 – August 2025

*STEM Teacher*

- Taught STEM subjects to 50+ children aged 6-12, fostering problem-solving and critical thinking skills.
- Managed classroom activities and assistants, ensuring a safe and engaging learning environment.
- Developed lesson plans with hands-on experiments.

## PERSONAL PROJECTS

**Web Application Development (BookBuddy)**

September 2025 – December 2025

- Developed a full-stack book recommendation platform with a team of six engineers, integrating frontend UI, backend services, relational databases, and a machine-learning recommendation model.
- Designed and implemented RESTful APIs using Spring Boot to handle authentication, search queries, and personalized recommendation requests.
- Built a hybrid recommendation system in Python using collaborative filtering and content-based techniques to generate user-specific book suggestions.
- Implemented the frontend using React.js, enabling dynamic rendering of recommendations and user dashboards.
- Integrated Supabase for user and book data storage, optimizing queries for performance and scalability.

**Game Development**

July 2025 – Present

- Developed multiple 2D games on Unity and Godot for game jams, learning C# and GDScript as well as working with Godot and Unity game engines.
- Implemented game mechanics, physics, and interactive UI components.

**AIMD Research**

September 2025 – Present

- Conducting research using DeepLabCut and SimbAI to build and evaluate deep learning models for rat behavioral analysis.
- Training pose-estimation and behavior-classification neural networks to detect movement patterns and extract quantitative behavioral metrics from video recordings.

- Collaborating with the McIntyre Lab at UTD to refine datasets, validate model predictions, and deliver structured behavioral data for neuroscience research.
- Gaining experience with dataset annotation, model fine-tuning, performance evaluation, and deploying AI tools for real-world laboratory use.

#### CAMPUS INVOLVEMENT

**Artificial Intelligence Society, AI Project Mentee**

*September 2025 – Present*

**AIMD Researcher, Research Assistant**

*September 2025 – Present*

**Student Game Developer Association, Member**

*September 2025 – Present*

**UTD Naadam, Member**

*September 2025 – Present*