# Sathwik Alasyam

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#### **EDUCATION**

B.S. Computer Science of Arizona State University, Tempe, AZ

May2025

Dean's List [Fall 2021 – Fall 2023].

3.7/4.0

- New American University Scholarship of \$15500 per year in ASU.
- PUBLICATIONS: Doing Business North America, DBNA Report
- Relevant Course work: Data Structures and Algorithms, Principles of Mobile Application Development, Intro Theoretical Computer Sci, Information Assurance, Intro to Software Engineering, Prob & Stats Engr Prob Solving, Computer Org/Assemb Lang Prog, Intro to Programming Languages, and Digital Design Fundamentals.
- Organizations: Member, Software Developers Association (SoDA), Google Developer Student Club ASU.

#### **TECHNICAL SKILLS**

Programming Languages: Java, JavaFX, C/C++, Swift, MYSQL

Front-End: HTML, CSS

Tools, Databases, and OS: Git, Windows, MacOS, Linux/Unix, Visual Studio, Eclipse, Vim, Microsoft Office, IntelliJ, GitHub

Project Management Methodologies: Agile, Scrum

Key Skills: User interface design, Object-oriented programming, Algorithm optimization, Data analysis and Attention to detail

#### **PROFESSIONAL EXPERIENCE**

### Arizona State University, Tempe, AZ: Research Aide (Proposal & Negotiations)

3/2023 - present

- Supported the Proposal & Negotiations Team within a fast-paced environment, showcasing adaptability and a positive attitude while collaborating on administrative tasks.
- Demonstrated meticulous attention to detail in preparing and distributing agreements, ensuring compliance and precision in document handling.
- Played a vital role in coordinating contract tasks and post-submission activities, displaying a keen understanding of complex processes relevant to the software industry.
- Leveraged analytical skills to develop a proposal calendar and task assignments, optimizing workflow and contributing to team efficiency.

### Arizona State University, Tempe, AZ: Research Assistant (Doing Business North America)

01/2022 - 11/2022

- Compiled and managed 7,700+ data points across 83 cities, all 50 states, Puerto Rico, and D.C., assessing business regulations.
- Collaborated on developing 30 indicators spanning 6 categories to evaluate business ease-of-operation metrics.
- Conducted statistical analysis, identifying trends and generating visualizations using Excel and assisted in drafting report sections, translating complex data into actionable insights.
- Ensured data integrity through rigorous quality control checks, contributing to accurate and reliable results.

#### **PROJECTS**

## Zombie Color Game, Class Project

Fall2022

- Architected a Doubly Linked List in C++ to create a dynamic Zombie Conga Line, efficiently managing data with over 15 distinct
  operations.
- Utilized advanced object-oriented programming techniques, such as templating and operator overloading, to develop a comprehensive Zombie class, ensuring streamlined object comparisons and efficient data storage.
- Implemented real-time game scenarios, including adding and removing zombies, with performance optimizations resulting in a 30% improvement in data manipulation speed.
- Designed a user-friendly interface, complete with color-coded outputs and interactive prompts, enhancing user engagement and session times.

### Wiggly Waves, Class Project

Spring2022

- Developed a JavaFX-based animation simulator showcasing dynamic wave simulations, successfully drawing over 1,000 users
  upon initial release.
- Integrated real-time animation controls, allowing users to modify wave attributes on-the-fly, enhancing user experience and leading to a 40% increase in engagement.
- Crafted and deployed a 'Surprise!' feature, generating randomized wave attributes and bolstering user interactivity, subsequently increasing average user session times by 20%. Seamlessly combined JavaFX components, such as sliders, buttons, and color pickers, offering users a comprehensive toolkit for wave customizations and interactive simulations.

### **EXTRA-CIRCULAR ACTIVITIES**

• County- Level cricket player, ASU Cricket Club Representative