

SATISH VADIVELU

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Education:

Texas A&M University at College Station, TX | Expected Graduation: May 2021

Bachelors of Science in Industrial Distribution

Relevant Coursework:

- Introduction to Program Design and Concepts - Learned C++ nuances and implemented various abstract data structures.
- Discrete Structures for Computing - Became proficient in discrete mathematics for analyzing computer algorithms, for both correctness and performance.
- Introduction to Java and Programming - Learned basic syntax and standard practices for algorithm design, data representation, structured and object-oriented programming, testing, and portability of Java.
- Data Structures and Algorithms (current class) – Understanding data structures and their implementations through algorithms such as sorting and searching, queues, lists, hashing, and etc. to analyze the tradeoffs between runtime and memory usage of programs.

Experience:

Texas A&M Hackathon | January 2019

- Built a sentiment analysis generator towards businesses and people utilizing the twitter and nltk apis
- Explored how to connect front-end and back-end processes through Django server and AJAX

Projects:

Calculator | Java | December 2018

- Lead a team of 4 and facilitated different assignments
- Designed and programmed a 5- function calculator using the GUI interface
- Utilized ArrayLists in order to dynamically account for order of operations and displaying the entirety of an equation to be solved

Temperature Quarrying | C++ | December 2018

- Extracted various temperature data for contrasting locations and dates ranging from 1800 to 2018 from a multitude of .dat files
- Stored the extracted data into a singly linked list
- Traversed through the linked list to compute the average and/or mode of a data set between a precise range of dates, and queried the database information into a comprehensible .dat file

Store Backend | C++ | November 2018

- Created the backend program to organize different components and data for a store
- Employed overloaded operators to redefine operators for objects and structures of the store

Mountain Paths | C++ | October 2018

- Extracted various elevation data points and stored it into a 2D Array
- Manipulated the data points and utilized parallel data structures to transform data and formulate using the Grayscale formula, and mirroring the data to a parallel Pixel struct of RGB
- Outputted the shortest mountain paths, by applying the Greedy Method, to a .ppm file

Tic Tac Toe | Java GUI | September 2018

- Developed a computer AI to win/tie against a human in a game of Tic Tac Toe

Paddle Ball | HTML, CSS, JavaScript | August 2018

- Designed and constructed an intricate paddle ball game with increasing speeds of the ball after touching the ground

Skills

Computer & Foreign Languages

- Proficient in Java and C++
- Familiar with HTML, CSS, SQL, Python, and JavaScript
- Fluent in Telugu and Tamil