**SAURISH SUMAN**

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**EDUCATION**

California Polytechnic State University, San Luis Obispo (Cal Poly)

**Bachelor of Science Degree in** **Computer Science** 2028 (Expected)

GPA: 4.0

Indian Institute of Technology, Madras (Online Program)

**Diploma in Data Science** 2025 (Expected)

CGPA: 10.0

**SKILLS**

**Programming Languages:** Java, Python, SQL, Arduino, C, C++, JavaScript

**Software & Other Tools:** Eclipse, Microsoft Visual Studio, PyCharm, ChatGPT, Desmos

**PROJECTS**

**Customizable Neural Networks, Open-Source Code, Personal Project**

Language Used: Java

* Created **MLP** and **Convolutional** type of Neural Networks without using any external libraries
* Very easy to customize structure, by simply changing 3 to 5 integer values, no extra code needed
* Achieved up to 96% accuracy on MNIST Handwritten dataset and 93% on MNIST Fashion dataset.
* Self-learned math up to Multivariable Calculus in order to understand and build this.

**Quick Executioner, Desktop App (Open-Sourced)**

Language Used: Java

* This app could record a sequence of keyboard/mouse inputs and then execute them again in a loop with specified time delays. This app could be used to test for spamming.
* It featured a very neat GUI system, completely coded by me

**Animation Engine for Math YouTube Channel**

Language Used: Java

* Made a graphical animation engine, that I used to animate math videos for my YouTube channel, “Mathimaginatio”. It can draw graphs, vectors, perform rotations/scaling/translations smoothly, etc.
* This was mainly for an online exposition, Summer of Math Exposition (1-3). Videos gained net >3.5k views

**Java 3D Renderer (Powered by Geometric Algebra)**

Language Utilized:Java

* Made a simple 3D space and model renderer, which uses geometric algebra rather than the traditional linear algebra used by other renderers

**Simulation Of a Kiosk System for a Store (12th Grade Final CS Project)**

Language Utilized: Python, SQL

* Used Python and SQL to simulate a kiosk system for a video game store
* Customers could see stock and place orders on products offered by store, which would update the store’s database. Also featured a point-reward system for customer purchases

**Awards**

**SOF Math Contest State Rank 1** – Scored 1st Rank in 12th grade SOF Math Contest, in the state of Andhra Pradesh, India

**Computer Science Topper** – Awarded for achieving A1 Category Percentage (96%) in the 12th Grade National CBSE Exam for Computer Science

**Scaler National Coding League 2024** – Ranked among Top 100 out of 17,060 teams