

Saurav Chittal

sauravchittal.github.io | linkedin.com/in/saurav-chittal/ | github.com/sauravchittal

EDUCATION

University of Illinois - Urbana Champaign

August 2020 - May 2024

Bachelor of Science in Mathematics, Minor in Computer Science

GPA: 3.65/4.0

Relevant Coursework Algorithms and Models of Computation, Computer Architecture, Data Structures, Introduction to Proofs (Honors), Linear Algebra

EXPERIENCE

ScribeAR - Real-Time Captioning Software

May 2022 - Present

<https://publish.illinois.edu/scribe-ar/>

- Presented the research to over 100 attendees about the functioning of ScribeAR at the Engineering Open House
- Redesigned mobile user interface by utilizing ReactJS for accessibility
- Assisted in the setup of StreamText for human captioning by setting a meeting with CEO to understand how the software works

Summer of Side Projects

June 2020 - July 2020

Idea and Project Feedback Mentor

- Conducted social media outreach that resulted in over 400+ student sign-ups
- Led workshop for 20+ participants on how to develop side projects and be productive
- Mentored over 30 students by providing them weekly feedback on their project submissions
- Invited as a speaker to present the program at the Illinois Computer Science Teaching Workshop to an audience of 100+ educators nationwide

Course Associate - (CS124) - Introduction to Computer Science

August 2021 - December 2021

Helping to run the course

- Hosted Office Hours for 500+ students to reinforce their knowledge of fundamental Java Programming concepts
- Produced over 3+ walkthroughs on topics over Imperative Programming, Object Oriented Programming, and Data Structures

PROJECTS

Wikispeedia | Wikipedia Speedrun Identifier

- Developed a Wikipedia speedrun finder by implementing graphs in C++
- Calculated the shortest path between two pages using breadth-first search

Hydrapedia | Pokémon API with a frontend and backend in ReactJS and expressJS

- Developed a Pokémon API using ExpressJS, and scraped data using Selenium and JSON
- Implemented a frontend interface using ReactJS and CSS to interact with backend

Online Chess Player | Hosting an online chess game in C++

- Collaborated with a team of 4 to develop a multiplayer online chess game using C++ and SQL
- Stored the results of the chess games using SQLite
- Hosted the game online using httpplib and tested using curl

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, Kotlin

Frameworks: React, Node.js, Flask, WordPress

Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ

Libraries: Pandas, NumPy, Matplotlib, Selenium