

ATHARV ABHIJIT SHETE

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EDUCATION

Bachelor of Science, Computer Science

GRADUATING MAY 2026

University of Cincinnati, Cincinnati, OH

3.60/4.00 GPA

College of Engineering and Applied Sciences

Honors and Awards: Dean's List (Fall 2021 – Present)

Relevant Coursework: Computer Networks, Automata, Operating Systems & Systems Programming

TECHNICAL SKILLS

Programming: Python, JavaScript, C, C++, SQL, Allen Bradley, Rockwell Automation, Rust, Java, GitHub Actions

Design and Modeling Tools: HTML, CSS, Sass, Scikit Learn, LabVIEW, MATLAB, Microsoft Office

Frameworks: React, PostgreSQL, Bootstrap, Django, d3, Astro

WORK EXPERIENCE

Senior Venture Analyst - Center of Entrepreneurship

AUG 2023 – PRESENT

University of Cincinnati

- Conducting bi-weekly meetings with startup founders to review progress and understand their needs, leveraging Pitchbook for in-depth competitor and market analysis
- Utilizing advanced visualization tools for clear and effective presentation of complex financial and market data, aiding in strategic decision-making
- Mentoring to two aspiring venture analysts, augmenting expertise in time management, research methodologies, and deepening industry knowledge

Controls Engineering – TREW

SEP 2023 – DEC 2023

Fairfield, OH

- Learned PLC programming and crafted user-friendly HMI modules, boosting system operability
- Collaborated with cross-functional teams to organize and conduct testing for gapping and stopping distances, playing a key role in improving system safety and efficiency
- Authored detailed engineering reports based on test results, providing valuable insights for project enhancements and team collaboration

Front-end Web Development - Digital Scholarship Center

JAN 2023 – APR 2023

University of Cincinnati

- Optimized website accessibility and user experience by integrating D3.js and Bootstrap, and optimizing existing code for better performance
- Developed complex JavaScript algorithms to refine site functionality, while using Git for version control and collaborative development
- Coordinated closely with designers to ensure adherence to design expectations, honing skills in translating visual concepts into functional web components

PROJECTS

MedicAi

FALL 2023

- Platform aiding physicians with patient-specific medical research based on patient history

Basic Platform Fighter

SUMMER 2023

- Created a dynamic platform fighter game using JavaScript with responsive controls and realistic physics
- Implemented character combat and user interface elements for an immersive experience

Autonomous Product Retrieval System (APRS)

SPRING 2022

- Built APRS with accurate movement, lifting mechanism, and barcode sensing capabilities
- Programmed APRS in EV3 MicroPython for locomotion, object lifting, and barcode reading

LEADERSHIP AND EXTRACURRICULAR

Organizer Lead - RevolutionUC Hackathon

JUN 2021 – PRESENT

Student Activities Board Member

OCT 2021 – MAY 2024

LOOKING FOR SPRING/SUMMER 2025 CO-OP POSITION