

Shreeya Gopakumar

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA

Bachelor of Science in Computer Science— Concentration in Human-Computer Interaction Aug. 2023 – May 2027

- Cumulative GPA: 3.76/4.0
- Relevant Coursework: Functional Programming, Imperative Computation, Mathematical Foundations for Computer Science, Great Ideas in Theoretical Computer Science, Writing for the Professions, Computer Systems, Artificial Intelligence (Representation and Problem Solving), Designing Human Centered Software
- Honors: School of Computer Science, Dean's List with High Honors (All semesters)

DPS International School

Singapore

Council for the Indian School Certificate Examinations - 99%

May 2023

PROJECTS

AI Mock Interview Platform | *Next.js, React, TypeScript, Firebase, Tailwind CSS*

June 2025 – Present

- Built a secure Firebase Auth system with session cookies, protected routes, and dynamic sign-in/sign-up forms using reusable components
- Configured private deployment on Vercel for CI/CD and seamless rollout
- In progress: AI-generated questions tailored to user's preferences such as job level and tech stack, live scoring and feedback using Google AI SDK and Gemini API

Personal Portfolio Website | *HTML/CSS, JavaScript*

May 2024 – Present

- Developed a personal portfolio website to showcase various side-projects.
- Designed and implemented the website's layout, user interface and functionality.
- Projects showcased include an online snake game and a set of face recognition programs that use python libraries like NumPy, Kivy and OpenCV.

C0VM | *C*

April 2024

- Implemented a virtual machine for C0 influenced by the Java Virtual Machine (JVM) and the LLVM.
- The project interprets compiled C0 code (in bytecode format) using multiple stack implementations and function pools to handle function calls, arithmetic operations and other instructions.

House of Horrors - Term Project (15-112 Fundamentals of Programming) | *Python, PIL*

December 2023

- Designed an interactive escape room-inspired adventure in Python utilizing the CMU Graphics package and Python Imaging Library to create an immersive game environment.
- Implemented the Prim's algorithm for maze generation and recursive backtracking for maze solving

LEADERSHIP

CMU Abhinaya - Finance Manager

May 2024 – May 2025

Carnegie Mellon University

Pittsburgh, PA

- Orchestrated financial strategies ensuring fiscal accountability, driving sustainable growth and operational excellence of Carnegie Mellon University's premier Indian Classical dance team, CMU Abhinaya

Student Council Head

January 2022 – January 2023

DPS International School

Singapore

- Supervised a dynamic team of 20+ student representatives, organized and executed a series of engaging sociocultural events both within and outside the school community

ADDITIONAL

Technical skills: Python, Java, C, HTML/CSS, JavaScript, Standard ML, SQL, LaTeX, TypeScript

Design: Microsoft Office Suite, Canva, Adobe Photoshop, Figma

Frameworks/Libraries: React, Next.js, Flask, Tailwind CSS, OpenCV, PIL, Firebase SDK

Developer Tools: Git, Bash, Vim, VS Code, Visual Studio, PyCharm, Vercel, Firebase