

SPARSH NAIR

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EDUCATION

Indiana University Bloomington	Expected Graduation May 2025
<i>BS in Computer Science (Artificial Intelligence Specialization)</i>	GPA 3.71
<i>Minors in Math, Data Science</i>	Bloomington, IN

EXPERIENCE

IU Serve IT Nonprofit Clinic	Jan. 2023 - Present
<i>ServeIT UX Design Intern, Spring 2023</i>	Bloomington, IN

- Utilize AGILE methodologies by working in sprints to redesign ALASI's website for user experience.
- Creating wireframes and mockups in Figma, maintaining design systems and style guides.
- Presenting solutions to team members and stakeholders. A/B tested solutions for effectiveness.

Undergraduate Research Opportunities in Computing, FURY	Jan. 2023 - Present
<i>Undergraduate Researcher</i>	Bloomington, IN

- Contributing to FURY (Free Unified Rendering in pYthon) as a undergraduate researcher.
- Creating new primitive objects for FURY, and fixing bugs in existing tutorials.

Luddy Makerspaces	Nov. 2022 - Present
<i>Luddy Makerspace Technician Intern</i>	Bloomington, IN

- Assisting students, faculty, and staff in the use of 3D printers and laser cutters.
- Performing routine maintenance on 3D printers and laser cutters, including calibration, cleaning, and troubleshooting, resolving identified issues.

PROJECTS, COMPETITIONS & AWARDS

Optiver Ready Trader Go Competition 2023	Participant	Mar. 2023
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- Implemented market neutral pair trading strategy for ETF and Future in Python autotrader.

Crossroads Classic Analytics Challenge	Third Place - Undergraduate Division	Feb. 2023
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Rocket League Booster Bot	Python, Batch	Jan. 2023
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- Utilized RLBot, Python, and Batch to configure boost targeting bot for Rocket League.
- Developed in-game debugging window to track variables and player coordinates.

Free Unified Rendering in pYthon (FURY)	Python, NumPy, SciKit Learn, GLSL, VTK	Jan. 2023
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- Currently contributing to FURY (open source) by programming tutorials as part of UROC.
- Learned OpenGL and VTK to create new primitive objects in FURY

Personal Portfolio Website	Sept. 2022
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- Created personal portfolio website using HTML, CSS, and JavaScript

SKILLS

Programming Languages	Python, Java, HTML/CSS, JavaScript, GLSL
Libraries	NumPy, Pandas, FURY, Sci-Kit Learn, VTK
Languages	English, Chinese, Hindi
Relevant Coursework	Intro to Computer Science, Software Systems, Discrete Structures
Miscellaneous	Fusion360, Adobe Illustrator, Photoshop, Figma, Git, Azure

EXTRACURRICULAR INVOLVEMENT

Teter Student Government Director of Programming	Aug. 2022 - Present
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- Responsible for coordinating programs and events at one of the IU Residence Halls.
- Helped organize multicultural community events and socials for 1000 residents.

Lab Developer, IU Cybersecurity Club	Jan. 2023 - Present
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- Developing technical curriculum and literature for hands-on activities & lead said activities.
- Co-presented lab titled "Defense using SIEMs" using Splunk and Debian VM