

# SPARSH NAIR

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## EDUCATION

### Indiana University Bloomington

BS Computer Science (AI and Systems Dual Specialization)

Minors in Math and Data Science

Relevant Coursework: Intro to CS, Discrete Structures, Software Systems (Java), Calc 1

**Expected Graduation May 2025**

**GPA 3.73**

**Bloomington, IN**

## EXPERIENCE

### IU Serve IT Nonprofit Clinic

**ServeIT UX Design Intern, Spring 2023**

**Jan. 2023 - May 2023**

**Bloomington, IN**

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

### Luddy Makerspaces

**Makerspace Technician**

**Nov. 2022 - Present**

**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

### Free Unified Rendering in pYthon (FURY)

**Python, NumPy, GLSL, VTK**

**Jan. 2023 - Present**

- Contributing to FURY (Free Unified Rendering in pYthon), a open source rendering project as an undergraduate researcher, creating tutorials for new dual point arrow actor.
- Create new primitive actors, and object wireframe, culling and opacity function. Produced pytest unit test for actors and utility functions.

### Java Raycasting Rendering Engine

**Java (Swing)**

**Github**

**Apr. 2023**

- Created Raycasting demonstration in Java, with randomly generated obstacles and support for multiple colors.

### Morgan Stanley Code for Good Alpharetta

**Java, Spring Boot**

**Github**

**Apr. 2023**

- Collaborate in team of 6 in hackathon to create streamlined communication app for Make A Wish - Georgia.
- Created Java/Spring Boot backend, implementing query and file upload/download rest APIs.

### IMC Trading Prosperity Challenge

**Python, NumPy**

**Github**

**Mar. 2023**

- Implemented and refined market neutral pair trading strategy for commodities over 5 competition rounds.

### Crossroads Classic Analytics Challenge

**Third Place - Undergraduate Division**

**Github**

**Feb. 2023**

- Worked in team of 4 to create prediction model for Indianapolis Colts game attendance, achieving 77% accuracy.

## SKILLS

### Programming Languages

Python, Java, HTML/CSS, Racket, GLSL (C)

### Technologies

Git, Docker, Figma, Azure

### Frameworks + Libraries

NumPy, pandas, FURY, JUnit, Spring Boot, VTK

### Misc. + Languages

Fusion360, Illustrator, Photoshop | English, Chinese, Hindi

## EXTRACURRICULAR INVOLVEMENT & LEADERSHIP

### IU Cybersecurity Club Vice President

**May. 2023 - Present**

### IU Cybersecurity Club Lab Developer

**Jan. 2023 - May 2023**

- Developing technical curriculum and literature for hands-on activities & lead said activities.
- Co-presented labs on Defense using SIEMs with Splunk and Debian VM, Docker and Cryptography

### Director of Programming, Teter Student Government

**Aug. 2022 - May 2023**

- Responsible for coordinating programs and events at one of the IU Residence Halls.
- Led organization for three multicultural community events and socials for 1000 residents.