ASANSHAY GUPTA

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Education

Stanford University June 2026
B.S. Computer Science, AI Track *Current GPA: 3.94/4.0*

Activities: Stanford Student Robotics, Stanford Moonshot Club, ASES, TA for Intro to CAD, Stanford Daily

Atlanta International School (IB Bilingual Diploma) May 2023
Awards: Coca-Cola Scholarship, IB Innovators Fellowship, FIRST Dean's List National Finalist, Congressional App Challenge Winner, Rochester Institute of Technology Computing Medal *GPA: 4.47/4.0*

Skills

Languages: C, C++, Python, Java, JavaScript, HTML/CSS, Swift, Kotlin, Dart, SQL, Assembly, PHP
Frameworks/Tools: Flutter, Node.js, Express, Flask, OpenCV, TensorFlow, mySQL, Github, Bash, Sketch, Arduino, Raspberry Pi, Mango Pi, Fusion 360, OnShape, SolidWorks

Projects

Mango-Kart | *C, Mango Pi* Mar. 2024
- Created 3D graphics game engine from scratch with a focus on performance.
- Implemented entirely custom vector math library in C to enable high performance real time rendering.
- Built driving game on top of the engine controlled by accelerometer controller enabling realistic steering.
- Built on bare metal RISC-V chip (Allwinner D1) on Mango Pi as final project for Stanford's CS107E

Oxygen Planner | *Flutter, Dart, Swift, Kotlin, Sketch* Sep. 2020 - Present
- Built and released app to enable hospitals to better budget oxygen in times of crisis like the COVID-19 pandemic
- Used by more than **2,500 hospitals** in over **120 countries** on both iOS and Android
- Built entire app using Swift, Dart, and Flutter, and designed the entire UI/UX in Sketch

Gaze-to-Life | *Node.js, Arduino, Raspberry Pi, OpenCV, Fusion 360* Mar. 2020 - Feb. 2022
- Developed a novel **eye controlled wheelchair** for paralyzed people at nearly 33% of the cost
- Implemented Natural Language Processing powered gaze-to-speech engine
- Built custom control system powered by Arduino (hardware and software)
- OpenCV powered multi-camera object detection on Raspberry Pi

Finance4Kids | *PHP, HTML/CSS, Bootstrap, JavaScript, SQL, Finance* Dec. 2016
- Developed a stock market simulator game to help middle school students learn about finance
- Used PHP, HTML, and CSS to build full stack web app connected to multiple APIs
- Used mySQL database to store authenticated users, leaderboard, transaction history, and stock portfolios

International Space Station Research | *Basic, Control Systems, OpenCV, Node.js* Sep. 2018 – May. 2019
- Designed, built, and programmed a custom module that was flown to the International Space Station with an experiment to evaluate the effect of microgravity on the movement of the slime mold *Physarum Polycephalum*
- Programmed module to feed mold and capture pictures in Basic on a STAMP microcontroller
- Processed images from space using OpenCV in Node.js to measure growth patterns in microgravity

Experience

Stanford CS Department (HCI/Graphics Group) | *Research Assistant* Jun. 2024 – Present
- CURIS Research Assistant in a group focused on high performance graphics and human-computer interaction.
- Built tool for Stanford CS professors to host virtual office hours using Node.js, Firebase, and the Zoom SDK.

Symbiosis Strategies, Inc | *Product Management Intern* Jun. 2023 – Present
- Organized product line launch for boutique consulting firm, around diversity, equity, and inclusion interviews with up and coming GenZ leaders as well as established professionals.
- Built responsive full stack website using Node.js and Firebase.

Rimidi, Inc | *Software Engineering Intern* Jun. 2022 – Jul. 2022
- Automated data entry and organization of medications using Visual Basic, reducing processing time by 90%.
- Built internal tools to aggregate PDF form responses and semantically organize audit results.