Sushant Potu

(615) 465-8161 | spotu3@gmail.com | linkedin.com/in/sushant-potu | github.com/SushantPotu

EDUCATION

University of North Carolina at Chapel Hill — Aug. 2024 – Present
*B.S. Computer Science, B.S. Statistics and Analytics | **GPA**: 3.834/4.0* — *Chapel Hill, NC*
- **Relevant Coursework**: Calculus III, Discrete Mathematics, Data Structures, Systems Fundementals, Methods and Models of Data Science

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, HTML/CSS, SQL, C#
Libraries: React.JS, Flask, PRAW, MatPlotLib, Pandas, Scikitlearn
Tools and Frameworks: Word, PowerPoint, Excel, Adobe Photoshop/Illustrator, Git, Tableau, R Studio

EXPERIENCE

Data Analyst — May. 2025 – Present
Blue Cross Blue Shield NC — *Durham, NC*
- Built end-to-end data workflows using SQL and Python to extract, clean, and transform raw data into structured datasets ready for machine learning and advanced analytics
- Designed and deployed a Python-based application that forecasts future server job runs using ML models, improving operational efficiency and resource allocation across the team

Research Assistant — May. 2025 – Present
University of North Carolina — *Durham, NC*
- Working under Professor Praneeth Chakravarthula in the Computer Vision Lab
- Assisted with experimental testing of prototypes, including setup verification and troubleshooting alignment
- Helped with physical prototyping by 3D printing custom mounts and components for setup
- Reviewed technical research paper drafts for clarity, readability, and accuracy in explanations of principles

Software Developer — Aug. 2024 – Present
CARVR — *Chapel Hill, NC*
- Collaborated with cross-functional teams using agile practices to implement, test, and deploy AR and VR solutions
- Used Unity game engine to create immersive and interactive virtual experiences
- Made use of C#, ShaderLab, Mathematica, etc. to make these XR/AR applications

PROJECTS

Drum Rhythm Game | *VR Game* — In Progress
- Constructed a game for VR headsets using C# and ShaderLab in Unity with Koreographer and XR Toolkit
- A VR game where the player can hit drums to beats made using sheet music conversion to visual cues

Personal Website | *Portfolio* — August 2024
- Constructed a personal portfolio website using Node.js and React.js, built on a Gatsby framework
- Showcases personal projects and details such as contact information and an about me section

Reddit Scraper | *Utility Tool* — June 2024
- Developed a Reddit scraper using Python (PRAW) to retrieve posts and extract specific content elements, including comments, based on user-defined keywords and search parameters
- Incorporated formatting for user-friendly usage and enhanced readability of output

Tic-Tac-Toe | *Mini-Game* — June 2024
- Implemented a React JS-based recreation of Tic-Tac-Toe, featuring a user interface designed with HTML/CSS
- Incorporated player turn tracking, move validation, and game state management (win, tie, reset)
- Utilized features such as arrow functions, destructuring, and array methods for efficient code