

Sushant Potu

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EDUCATION

University of North Carolina at Chapel Hill

Expected May 2027

B.S. Computer Science, B.S. Statistics and Analytics | **GPA: 3.834/4.0**

Chapel Hill, NC

- **Relevant Coursework:** Data Structures, Systems Fundamentals, Discrete Mathematics, Methods and Models of Data Science

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, C, C#, SQL, Swift, HTML/CSS

Frameworks, Libraries & APIs: React.js, Node.js, Flask, Pandas, Scikit-learn, SwiftUI, REST APIs, sklearn

Tools: Git, Unity, Docker, Tableau, R Studio, PostgreSQL, MySQL, Xcode, Snowflake

EXPERIENCE

Data Analyst Intern

May 2025 – Aug. 2025

Blue Cross Blue Shield NC

Durham, NC

- Automated over 5 end-to-end ETL data pipelines using SQL queries/Python scripts, consistently processing over 2GB of raw data weekly to create clean datasets suitable for ML applications.
- Deployed a production-level Python forecasting application leveraging time-series models, improved operational efficiency by 35% through accurate server workload prediction and optimized resource allocation.

Research Assistant

May 2025 – Present

University of North Carolina

Durham, NC

- Executed comprehensive test suites for 3 novel computer vision prototypes, systematically debugging and troubleshooting hardware alignment issues to ensure 99% data integrity for research analysis.
- Leveraged CAD to design/fabricate over 20 custom mounts and components via 3D printing, accelerating the rapid prototyping lifecycle for experimental setups by 25%.

Software Developer

Aug. 2024 – Present

CARVR

Chapel Hill, NC

- Collaborated within a 4-person team in a Agile/Scrum environment, participating in bi-weekly sprints, code reviews, and used Git to successfully implement several new features for AR/VR applications.
- Architected core application modules for immersive XR/AR applications using C# and ShaderLab in Unity; applied OOP principles to create scalable code for interactive virtual environments.

PROJECTS

UNC CDS Macro Tracker | iOS Application

August 2025

- Developing a native iOS application in Swift using a declarative SwiftUI front-end and MVVM architecture to provide a clean, responsive user interface for displaying nutritional data.
- Implemented a client-side web scraper using URLSession and SwiftSoup to parse HTML and JSON from the UNC Dining website; successfully reverse-engineered internal AJAX requests to fetch and display real-time nutritional information.

Drum Rhythm Game | VR Game - CARVR

In Progress

- Developing a VR rhythm game for Oculus platform using Unity's XR Toolkit; engineered a custom beat-mapping system with C# that parses musical data and algorithmically generates dynamic visual cues for an interactive gameplay experience.

Personal Website | Portfolio Website

August 2024

- Built and deployed a fully responsive, full-stack personal portfolio website using a React.js frontend and Node.js backend; implemented a CI/CD pipeline for automated deployments to showcase project history and technical competencies.

EXTRACURRICULARS

- **Clubs/Activities:** UNC Competitive Programming, Ram's Hack, Tar Heel Alpha, AI@UNC, Edge Carolina, Carolina Analytics and Data Science, Quantum Computing