Sushant Potu

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Education

University of North Carolina at Chapel Hill Aug. 2024 – Present
B.S. Computer Science, B.S. Statistics and Analytics *Chapel Hill, NC*

- **Courses**: Intro to Programming and Data Science, Calculus I, Calculus II, Intro to Data Models and Inference, Discrete Mathematics, Data Structures

Technical Skills

Languages: Java, Python, JavaScript, HTML/CSS
Libraries: React.JS, Flask, PRAW
Tools: Word, PowerPoint, Excel, Adobe Photoshop/Illustrator

Experience

Software Developer Aug. 2024 – Present
CARVR *Chapel Hill, NC*

- Collaborated with cross-functional teams to design and implement augmented reality and virtual reality 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

AI Developer Aug. 2024 – Present
AI at UNC *Chapel Hill, NC*

- Helped develop technical applications in the field of AI with the help of peers and mentors.
- Competed in research competitions, attended bootcamps and workshops.

Programmer Aug. 2024 – Present
Competitive Programming Club *Chapel Hill, NC*

- Solved programming problems in preparation for ICPC (International collegiate programming contest).
- Answered questions on popular problem solving websites such as Leetcode, Codeforces, etc.

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