

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 | **GPA: 3.756/4.0**

Chapel Hill, NC

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

TECHNICAL SKILLS

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

Libraries: React.JS, Flask, PRAW

Tools and Frameworks: Word, PowerPoint, Excel, Adobe Photoshop/Illustrator, Git, Tableau, R Studio

EXPERIENCE

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

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 from 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