

# Sai Chandu Naru

Computer Science Profile

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School: Windermere

Highschool(12th Grade)

## Work Experience + Clubs

### Computing for Social Good — Intern + Project Lead

Jun 2021 - Sept 2021

- **Developed AI agent** in Pycharm which predicts answers to IQ problems using knowledge-based machine learning using Numpy and Pandas. **Developing Math AI agent** using Pytesseract and OCR(character recognition) which can convert screenshots of Basic arithmetic to an answer with explanation using object-oriented programming. Collaborated with a team and hosted the project on git-hub.

### FLVS Tech Club — President

May 2021 - PRESENT

- **Built competitive programming platform for a virtual school competition**, run weekly CS presentations, update club website, and create CS group activities.
- **Hour of Code speaker** in which I gave a tech talk on competitive coding to beginners

### Windermere Coding Club— Founder

Aug 2021 - PRESENT

- Instructed live Python Bootcamp for beginners, coordinated with CP Initiative, teaching competitive coding basics, design club structure and content

### USACO Competitive Coding— Competitive Coder

2020 Dec - PRESENT

- **Ranked 1/5832** competition in USACO Bronze Competition Jan 2022
- Participated in USACO online training class and compete in contests, solve competitive coding problems, learned data structures and algorithms
- Practiced problems on Codeforces and Hackerank

## Other Projects:

### FLVS Game Jam

- Created a game under 12 hours with a team of developers using Unity Engine and placed #1 for game design

### UCF C Poker Game

- As an end-of-summer project for the UCF C Programming class, I

## Languages + Technologies

Python

C++/C

Java

Unity Engine(C#)

Object-Oriented  
Programming

## Courses

Udemy Python Bootcamp

UCF C Programming

FLVS Foundations of  
Programming

FLVS Procedural  
Programming

AP Computer Science A(5 on  
the exam)

Udemy Full Stack Web Dev  
(Taking)

Algo Expert.io(Taking)

Udemy Data Struc and Algo  
in Python (Taking)

developed two computers playing a poker game with each other using C.

## **Robotics**

- Learned about Arduino, electrical engineering, and being one of the main programmers for constructing robot rovers for the Lockheed Martin Competition.