

Ayush Sundararaman

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EDUCATION

University of Maryland, College Park
B.S. in Computer Science

College Park, MD
Class of 2026

EXPERIENCE

Potato TV *Swift, SwiftUI, Figma, Firebase, Git, Github*

July 2021 - September 2021

Software Engineering Intern - iOS Development

- Worked in an Agile environment to develop backend functionality and frontend experience for an interactive messaging, video, and audio mobile application
- Contributed to product designs processes (ideation, user journeys, roadmapping) and learned how they are implemented into product development
- Interacted with Reelgood's API to import movie titles and ratings from streaming providers
- Developed synced streaming capabilities for various streaming platforms

Sewa International

February 2021 - September 2021

- Worked in a team of seven to develop strategies using the design thinking process to combat drug/alcohol use among teenagers
- Interviewed 60 psychiatrists, current high schoolers, and young adults about their opinions/experiences with this issue

Oakton Robotics Team

October 2018 - February 2019

- Designed the chassis of our robot for the Rover Ruckus FTC challenge
- Worked with teammates to design the arm of the robot that would be used to pick up the relics and place them on targets

Tutor

January 2019 - Present

- Tutored Algebra 1, Geometry, Algebra 2, Precalculus Honors, AP Computer Science

PROJECTS

Dispatch *Swift, Accelerometer, Location Services*

Side Project

- Detects car crashes using the accelerometer built into the user's phone
- User is given 10 seconds to press a button in the event of a sudden decrease in speed. If the button is not pressed, 911 is alerted with the user's location

Stock Market Analysis *Python, Matplotlib, Pandas, Numpy, Jupyter Notebook*

Side Project

- Imported real time stock values and past data from Yahoo Finance API
- Calculated statistics such as correlation, covariance, and volatility for stocks to derive portfolio risk
- Built Monte Carlo Simulations to predict stock performance based on historical patterns

Automatic Leaf Raker *C++, Arduino*

Science Fair Project

- Designed the robot using VEX robotic parts and an Arduino
- Used a color sensor to read when it was on the yard and when it wasn't to ensure it stayed in the desired boundaries

Pokemon GO Clone *Swift, UI Kit*

Side Project

- Created Pokemon entities and stored their name, the image, and capture status, with a script to import all Pokemon images
- Randomized Pokemon capture percentage, based on Pokemon health and type of pokeball
- Implemented location-based Pokemon discovery

Library Database *Java, HTML*

TJ Hacks

- Curated database of different books that could be used at a library and implemented an efficient search feature to find your desired book and the available inventory

SKILLS

Java, Python, C++, Swift, Javascript, HTML/CSS, and Flutter/Dart,