Aditya Kumar

520-535-9790 | adityakumar@arizona.edu |
www.linkedin.com/in/adityakumarapeejay | http://www.github.com/Zeusssssssss

EDUCATION

Bachelor of Science, Computer Science with a minor in Statistics and Data Science
University of Arizona, College of Science, Tucson, Arizona
Expected Graduation: May 2024
Cumulative GPA: 4.0 out of 4.0
Highest Academic Distinction for the Academic Year [2020-21, 2021-22]

CORE TECHNOLOGIES & SKILLS

Proficient: Java, Python, C++, C, JavaScript, MERN Stack
Experienced: MySQL, C#
Technologies: Git, MATLAB, IBM Watson, Unity, Verilog, VIM

RELEVANT COURSE-WORK

Computer Science: Web Programming, Data Structures and Algorithms, Computer Organization, Software Development, Object Oriented Programming, Systems Programming and UNIX
Mathematics: Calculus (I, II and III), Discrete Mathematics, Linear Algebra

PROFESSIONAL EXPERIENCE

UNDERGRADUATE TEACHING ASSISTANT

Department of Computer Science, University of Arizona August 2021 – Present

- Conduct weekly office hours and supplemental instruction sessions for courses like **CSC 101** (Introduction to Programming), **CSC 144** (Discrete Math for Computer Science) and **CSC 210** (Software Development).
- Partner with the professor for grading and preparing programming assignments and exams, and manage around 20 students on a daily basis.

PROJECTS

QUICKFEED FEEDBACK SYSTEM

Front-End Website Developer

- Designed and developed the user interface using HTML, JavaScript and CSS for a web-application that provides real-time feedback to teachers.
- Along with active feedback, at the end of each semester the teacher would get an email with a comprehensive summary of student feedbacks. This feature was made by using the Nodemailer module.
- Built the client-side backend by using JavaScript, and facilitated communication with the server by using AJAX
- Collaborated in creating the server-side backend using Node.js and Express, and stored client-side data by creating a NoSQL Database with MongoDB.

SAVE-THE-ENVIRONMENT – AIR POLLUTION VISUALIZER

Full-Stack Developer

- Engineered a qualitative visualization tool for a team project at HackMIT hackathon that enabled the users to visualize a clear correlation between air pollution and the decline in the populations of various animal species by using heat maps.
- Created the web-app by using basic web languages and implemented the map by using Google's Map API. Collaborated in analyzing data from various governmental sites like epa.gov and fwy.gov and made that data useful by using the pandas data analysis library for Python.

MEMORY GAME

Software Developer

- Created this multiplayer retro-computer game by using Java's Stand Widget Toolkit (SWT).
- Used Eclipse's Window Builder to create the GUI more efficiently and quickly.
- Added additional features like multiplayer and multi-modal capabilities.
- Thoroughly tested the code by using the JUnit library to provide a bug-free and reliable user experience.