Aditya Kumar

520-535-9790 | adityakumar@arizona.edu

https://adityakumar.tech | www.linkedin.com/in/adityakumarapeejay | http://www.github.com/Zeussssssss

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: 3.966 out of 4.0

Highest Academic Distinction for the Academic Year [2020-21, 2021-22]

CORE TECHNOLOGIES & SKILLS

Proficient: Java, Python, C++, C, JavaScript, HTML/CSS, SASS, NodeJS, Express, MongoDB

Experienced: MySQL, C#, REST APIs, JUnit, jQuery

Technologies: Git, Maven, 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, Computer Security (in progress)

Mathematics: Calculus (I, II and III), Discrete Mathematics, Linear Algebra, Introduction to Statistics (in progress)

PROFESSIONAL EXPERIENCE

DEPARTMENT OF COMPUTER SCIENCE, UNIVERSITY OF ARIZONA

Senior Teaching Assistant

January 2023 – Present

- Partner with the professor and the course coordinator to develop innovative course-content and improve course logistics.
- Actively mentor a team of 10 UGTAs to help them achieve their goals as a teaching assistant.

Undergraduate Teaching Assistant

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 for a class of over 150 students.

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 realtime 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.

WORDLE 2.0

Software Developer

- Collaborated with a team of 4 developers to create a multi-modal, multiplayer version of this game using Java's Swing Library.
- Created a global leaderboard using MongoDB Atlas which was incorporated into the project using Maven.
- Implemented an algorithm that analyzed each of the player guesses to rate how accurate and good they were.
- Thoroughly tested the code by using the JUnit library to provide a bug-free and reliable user experience.