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, MySQL, JavaScript, HTML/CSS, SASS, NodeJS, Express, MongoDB
Experienced: R, C#, REST APIs, JUnit, jQuery, Numpy, Pandas
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, Database Design (*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

WORDLE 2.0

Software Developer (Demonstration video: https://youtu.be/f2A4npmqGxE)

- Collaborated with an AGILE 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.

QUICKFEED FEEDBACK SYSTEM

Front-End Website Developer (Demonstration Video: https://youtu.be/_dQ8GYfQ5V4)

- 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 (Project Repository: https://github.com/Zeussssssss/SaveTheEnvironment)

- 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.