Akash Adhikary

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Education

Combined Major in Computer Science and Business Sep. 2020 – May 2024

University of British Columbia

- **Key Computer Science Courses**: Data Structures and Algorithms, Computer Systems, Software Design, Models of Computation, Intro to Programming
- **Academic Recognition:** Dean's Honour Roll (3.9 GPA), Top 8% of 789 person class 2020/2021

Technical Skills Summary

Languages: C++, Java, Python, JavaScript, HTML/CSS, C, R, Assembly
Developer and Data Analysis Tools: GitHub, Git, VS Code, IntelliJ, PyCharm, RStudio, Microsoft Excel, Tableau
Frameworks and Libraries: JUnit, Swing, JSON, Pygame, Valgrind, tidyverse

Work Experience

Food Distribution Coordinator Jun. 2021 – Sep. 2021

Little Mountain Neighborhood House *Vancouver, BC*

- Recruited and led a team of five volunteers during the weekly food distribution event
- Digitized and organized statistics using Microsoft Excel
- Consolidated outdated client list by 27% analyzing data to determine key clients and referring out-of-catchment clients to community partners
- Increased local produce deliveries per week by 40 lbs by forging a new relationship with the UBC Farm

Projects

SudokuSolver (Self-learning) | *Python, Pygame, GitHub, Git, PyCharm* Dec. 2021

- Created a program to solve Sudoku puzzles using a backtracking algorithm
- Developed a function to generate random Sudoku boards
- Created a GUI with Pygame to visually illustrate the backtracking solver, where users can play Sudoku

MyFridge (Class Project) | *Java, JSon, JUnit, Swing, GitHub, Git, IntelliJ* Sep. 2021

- Created an application to digitally simulate a user's fridge
- Created a GUI with Swing, allowing users to view various properties of their fridge
- Implemented a data persistence system to save and load data locally using the JSON library
- Discovered and fixed 30+ bugs through interactive user demos

Ongoing Projects Present

- Data Structures and Algorithms: Manipulating PNGs (carving, flood filling, watermarking, etc...) using various data structures and algorithms in C++
- Computer Systems and Architecture: Reverse engineering code in C and Assembly, and designing a simulated computer system including CPU, memory, I/O, etc with C, Java, and Assembly

Volunteer Experience

Mentor Sep. 2020 – Present

UBC HOPE Initiative Foundation *Vancouver, BC*

- Provided feedback on personal profiles to prospective UBC Computer Science and Business students
- Explained basic computer science concepts relating to software design and architecture to curious high school students

Campus Ambassador Sep. 2020 – Apr. 2021

Commerce Undergraduate Society of UBC *Vancouver, BC*

- Represented the University of British Columbia through presentations to various high schools across the province
- Collaborated with regional coordinators, teachers, and other ambassadors to set up and conduct information sessions

HOBBIES AND INTERESTS

Puzzles, strategy games, soccer, skiing, guitar, violin, hiking, camping