Aahan Bharat Aggarwal

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Objective

An internship to develop my programming and problem-solving skills by working on a useful product.

Education

Purdue University, West Lafayette, Bachelor of Science — Aug 2017 to Dec 2020

- Major: Computer Science
- Dean's List and Semesters Honors for all semesters
- GPA: 3.96
- Coursework: Software Development, Systems Programming, C Programming, Data Structures & Algorithms, Object Oriented Programming, Computer Architecture

Skills & Abilities

- Java, C, C++, JavaScript, Django Framework, HTML, Python, git, RStudio

Experience

Haptik, Intern-Software Engineer — May – June 2018

- Worked on website using Django Framework to make job postings dynamic.
- Developed layer for contact of local chat bots with Skype and Google Assistant.
- Learnt about the AI chat bots and the unique natural language processing.

Primary Teaching Assistant, CS19300 — Aug 2018 - present

- Responsible for conducting lab based on learning basic software engineering concepts such as git, bash commands and debugging.

Hillenbrand Dining Court, Student Associate — Jan – May 2018

- Responsible for maintaining a clean and efficient dining environment.

Teaching Assistant, CS24000 – C Programming — Aug 2017 - present

- Responsible for grading student code and attending labs to solve doubts.
- Expected to solve assignments and find bugs in them before being released.

Projects

Math Question Generator, Java — 2016 - 2017

- Created a Java application which creates random math test-style questions.
- Intended to be used as a quiz machine/ question bank to prepare for exams.
- Offers selection of different topics and difficulties to aid usability.

CourtVotes – ReactNative iOS and Android Application — 2019 - present

- Working on an application to allow users to rate specific dishes at dining courts.
- Suggests and learns based on users past preferences and friend's votes.

Path Finding Orbs, Processing 3

- Experimented with a machine learning algorithm for path finding objects.
- Orbs can find their way to a target through obstacles using a genetic algorithm.