


Aarithi Rajendren

 (904) 910-9824

 contact:aarithi0713@gmail.com

 AarithiRajendren

 AarithiRajendren

 Profile

I am a passionate student at University of Florida with a keen interest in IT infrastructure administration, management, and communications. Leveraging my Bachelor's degree in Computer Science, I actively engage in courses, labs, and projects to continuously enhance my skills, fuel innovation and create efficient product administration code. As a student at UF's Computer Technology program, I am thrilled to have the opportunity to inspire others and contribute to the empowerment of women in technology.

EDUCATION

Bachelor of Science, Computer Science

Graduation: May 2026

University of Florida | Gainesville, FL | GPA: 4.0

International Baccalaureate Diploma

Graduated: May 2023

Stanton College Preparatory School | Jacksonville, FL | GPA: 3.96

SKILLS & MEMBERSHIPS

- **Programming Languages:** C++, C, Java, and Python
- **Web Technologies and Languages:** HTML, CSS, and JavaScript
- **Database Management Systems:** SQL and MySQL
- **Operating Systems:** Windows, macOS, and Linux

WORK/VOLUNTEER EXPERIENCE

Teaching Assistant (Problem Solving Using Computer Software)

May 2024 - present

University of Florida | Gainesville, FL

- Actively participated and contributed to over 50 student practical sessions.
- Assisted in troubleshooting and providing tips to complete around 500 student assignments.
- Installed and configured applications such as Word, Excel, and PowerPoint to aid in the problem-solving process.
- Provided real-time demonstrations and step-by-step instructions on complex projects using the Microsoft Office Suite.
- Installed and configured CLion, PyCharm, SFML, TGA viewer, mingw64, office software on Windows and macOS, and organized demo showcasing the key features.
- Researched Git/GitLab and conducted a presentation and live demo showcasing key features, including its ability to streamline collaboration, version control, and deployment processes.
- Translated labs, projects requirements into comprehensive technical design specifications with step-by-step instructions and posted on GitHub for students.
- Coded solutions and performed thorough unit tests of student assignments to ensure labs/projects requirements are met, and graded them with comments.

Charity/Quality Control Worker (Feeding Northeast Florida)

June 2020 - Aug 2022

Jacksonville, FL

- Assisted in food pantries by handing out food baskets at churches and schools.
- Conducted quality checks of donated food items at the warehouse.
- Aided in selecting organizations to partner with and supervised volunteers from different companies.

Math and English Tutor (KUMON)

January 2023 - May 2023

Jacksonville, FL

- Tutored elementary and middle schoolers and hosted online sessions for students with special needs
- Participated in meetings to improve teaching strategies and academic budgeting for students.

PROJECTS

Minesweeper (2D Games)

March 2024- May 2024

- Developed minesweeper game using SFML library to build graphical interface displaying user input from clicking board
- Implemented a recursive function to reveal tiles not containing mines based on user interactions with board
- Employed chrono library to create an in-game timer with stop, start, and restart functionalities
- Incorporated a map container to track each player's completion time to display on a pop-up leaderboard window
- Applied inheritance concepts to a tile class consisting of functionalities also in the parent board class
- Developed C++, Python programs that are grid of cells creating a 2D boards algorithmically displayed games such as Sudoku, Minesweeper, Pakudex.

Personal Website

May 2024- July 2024

- Built a personal website using HTML, CSS, and Javascript that showcases projects and skills.
- Added hyperlinks on the sidebar to allow for a responsive and user friendly design
- Included direct links to GitHub repositories to allow for an organized and clear display of coding experience
- Website can be found at: <https://aarithi123.github.io/website>

Memory Manager

June 2024- August 2024

- Coded a C++ class that is designed to manage a block of memory divided into fixed-sized words in heap
- Designed to act similar to the new keyword in C++ but with control over where memory is stored
- Unit tested the code using Catch2 framework

INVOLVEMENT

Fellow of National Honor Society

National Merit Quarter Finalist

Fellow of National Spanish Honor Society

Gold Seal of Biliteracy in Spanish

Vice President of Junior Civitans

Secretary of STEM Mentorship Club

Jacksonville Tamil Mandram Youth Committee