

Education

**University of Sydney (USYD)** Intended grad: January 2026  
Bachelor of Science/ Bachelor of Advanced Studies (Computer Science and Design)  
**Relevant Coursework:** Data Structures and Algorithms, Object - Oriented Programming, Models of Computations, Linear and Abstract Algebra, Introduction to Interface design, Design for well-being, Discrete optimization, Foundations of quantum computing.  
**Technical skills:** Python, Java, C, R, SQL, Latex, User Interface Prototyping, User Interface Design, Figma.

Work Experience

**Code Camp** April 2023 - Present  
**Head Teacher**  

- I deliver engaging lessons that cater to various skill levels, ensuring a thorough understanding of coding concepts.
- My role involves creating an inclusive learning environment that fosters creativity and collaboration among students.
- I am dedicated to providing mentorship to ensure the successful comprehension and application of modules.

Projects

**Gremlins Game** October, 2022  

- Developed the game utilizing the Processing library's functions and capabilities to create a GUI, handled user input, and managed dependencies with gradle.
- The game features a player navigating through a map, avoiding enemies, shooting fireballs, and reaching the exit to progress levels, with additional challenges and features specified in a JSON configuration file.

**Go in the mist** February, 2023  

- Developed a game controller in C that accommodates a two-player board game called Gomoku in the mist.
- This game is similar to the gomoku game with the additional game component called Mist, which blocks the visibility of both the players as it covers the entire board except a 7 x 7 square hole.

**Unopinionated - Mental Health App** August - October, 2022  

- Unopinionated is an application that allows users to journal and share their experiences privately or publicly.
- It features goal setting and tracking on a weekly basis, facilitates conversations with friends, encourages anonymous discussions with strangers, and provides an activity summary for improved productivity.
- It aims to support personal growth, mental well-being, and meaningful connections.

**Animal Companionship App** February - June, 2023  

- I developed an application that assists users in finding the ideal pet for their needs.
- The application not only guides users in choosing the right type of pet but also streamlines the process of acquiring their new companion with minimal effort.

Leadership

**Design Subcommittee (SUDATA - Sydney University Data Society)** Oct 2023 - Present  

- As a member of the Design Subcommittee, I leverage my creativity to craft original designs, encompassing posters, social media graphics, merchandise.
- With a meticulous focus on detail and a continuous wellspring of creativity, I am enthusiastic about contributing imaginative visual elements to captivate and impress our audience.

**Science Peer Mentor (University of Sydney)** Jan 2024 - Present  

- As a Peer Mentor, I facilitate the development of a supportive and effective learning community at the University by providing guidance to new students.
- Through mentoring, I help them build networks, navigate student life, and seamlessly integrate into the university environment.

Honors / Awards

**Sydney Scholars India Scholarship** 2021  

- Received \$10,000 tuition fees.

  
**Sydney International Student Award** 2021  

- Received a 20% contribution to your tuition fees.