Aaryaman Mehta

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EDUCATION

University of Massachusetts Amherst **Amherst, MA**
B.S in Computer Science, Cumulative GPA of 3.6 *Sept. 2020 - Dec. 2023*

- Recipient of Chancellor's Award Scholarship

PROFESSIONAL EXPERIENCE

Customer Service Associate **Amherst, MA**
Residential Life Services at UMass Amherst *Feb. - Dec. 2023*

- Assisted with the management of daily operations using Salesforce and SqBx, including check-ins/check-outs, lock outs, lost keys, maintenance requests, and delivering mail and packages.

Software Development Team Intern **Amherst, MA**
ISO New England (ISO-NE) *Sept. - Dec. 2022*

- Created a dynamic data comparison GUI that visualizes LMP data and performs sanity checks to ensure consistency between a provided data model and a simulation data model, and provides statistical analysis of models through Supabase (PostgreSQL DB), Next.js, and Plotly.js as a charting library.

Front-End Developer Intern **Bangalore, IND**
Aspec Sciré *May - Aug. 2022*

- Undertook training in React by mentors at Aspec Sciré, in order to contribute to software modernization. Facilitated the transition from Mapbox to OpenLayers in Vimana, a platform for processing and visualizing drone-collected data.

PROJECTS

Portfolio
aaryamanmehta.github.io

- Designed and built a portfolio inspired by the PlayStation 3's XrossMediaBar (XMB) UI using the Vue.js framework, HTML and CSS, showcasing a visually engaging and interactive interface to showcase projects and skills.

Tennis Club Project

- Designed and implemented a Tennis Club website, employing Svelte for dynamic UI and Express.js for microservices API. Integrated Morgan and Winston for effective HTTP and file logging, ensuring a seamless front-to-back-end connection.
- Utilized Docker, Docker Compose, and PM2 for streamlined containerization, deployment and scalability. Integrated Supabase for efficient database management, optimizing data communication within the Tennis Club application.

Egyptian Parkour Unity Game

- Developed an Educational Parkour Game in Unity, utilizing free assets. Implemented C# scripts for player movement, parkour mechanics such as wall-running, sliding, and ledge-grabbing. Integrated Egyptian historical content into the gameplay, providing an immersive learning experience with parkour challenges, enemy AI and a concluding quiz.

MeetMeHalfway

- Created a web application using a MVC architecture, integrating geospatial algorithms to optimize meeting points for friend groups. Executed dynamic geolocation calculations to minimize travel distances and employed a structured MVC approach for scalable and maintainable code.
- Followed the SDLC for a seamless development process, using JavaScript, HTML, CSS and MongoDB as the tech stack.

ELeNA

- Designed an interface enabling users to specify elevation preferences and receive optimized route suggestions, utilizing React with Google Cloud Maps API as the front-end, and Python with Fast API framework for back-end.
- Implemented streamlined algorithms (A*, Dijkstra) for route calculation using GeoJSON data collected from Open Streets Maps API enabling users to specify the percentage of the shortest path.

ADDITIONAL INFORMATION

- Programming Skills: JavaScript, Java, Python, C#, Svelte, React, Next.js, Express.js, Node.js, HTML, CSS, Docker, PM2, SQL, Git, Jira, Unity
- Technical Skills: Word, PowerPoint, Excel, Technical Writing, Intra-Team Communication
- Relevant Coursework: Data Structures, Web Programming, Scalable Web Systems, Applications of Data Management, Theory and Practice of Software Engineering, Artificial Intelligence, Computer Graphics, Game Programming