Aaryaman Mehta

(603) 339-4825 • aaryaman.s.m@gmail.com • linkedin.com/in/aaryamanmehta/ • aaryamanmehta.github.io

EDUCATION

University of Massachusetts Amherst — **Amherst, MA**
B.S in Computer Science, Cumulative GPA of 3.68 — *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) — *Sep - 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 formal training in React by mentors at Aspec Sciré in order to migrate from Mapbox to Openlayers in Vimana, a platform for processing, visualizing, storing and organizing data collected from drones.

PROJECTS

Portfolio
aaryamanmehta.github.io

- Designed and built a portfolio inspired by the PlayStation 3's XrossMediaBar (XMB) UI using the Vue 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 and ledge-grabbing, and enemy AI. Integrated Egyptian historical content into the gameplay, providing an immersive learning experience with parkour challenges and a concluding quiz.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 JS, HTML, CSS and MongoDB for data management.

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.js, Next.js, Express.js, Node.js, HTML, CSS, Docker, PM2, SQL, ETL, 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