Aashwin Katiyar

5853196399 | ak2577@rit.edu
linkedin.com/in/aashwin-katiyar-104b58183 | https://aashwin9.vercel.app

SUMMARY

Enthusiastic Computer Science student proficient in Python, Java, C#, JavaScript, React and Angular equipped with a solid understanding of databases like SQL, and PostgreSQL. Offering 5 years of experience in developing & testing software. Seeking a challenging opportunity as a Software Engineer.

EDUCATION

Rochester Institute of Technology
Bachelor of Science in Computer Science
Expected December 2023 | Rochester, NY

SKILLS

Programming:
Python • Java • C# • JavaScript • .NET • C • Rust • Golang • TypeScript • HTML • CSS • XML • MySQL • PostgreSQL • MongoDB • Bash • Maven • Spring Boot

Web Technologies/Frameworks:
Node.js • ReactJS • NextJS • Angular • Vue • Tailwind CSS • Material UI • Charts.js • RESTful API • P5js • WebGL

Python Frameworks/Libraries:
Pandas • NumPy • NLTK • Django • Dash • Plotly • Tweepy

Software/Services:
Jira • Agile • Confluence • Git • GitHub • Anaconda • Azure • Datadog • Linux • Postman • Blender • Maya • Unity • DevOps • CI/CD • LaTeX

WORK EXPERIENCE

CRESTRON ELECTRONICS
Software Engineer Intern (Remote)
January 2022 – December 2022 | Rockleigh, New Jersey

- Created a dashboard application written in python, to display vital information for IoT devices.
- Utilized the Python Dash Framework and Pandas and deployed it to Azure Functions.
- Wrote the backend in Java to fetch data from Streambase and send it to the Dashboard
- Utilized REST API to extract and manipulate data from Datadog and Streambase, enhancing data representation.
- Optimized performance for the dashboard by rewriting it in JavaScript, ReactJS, Tailwind CSS, Material UI, and NodeJS, employing Agile and DevOps methodologies.
- Deployed new dashboard to Azure Static Web Apps.
- Increased data display speed from 20 seconds to 1 second by enhancing the application's performance.

TECHNICAL PROJECTS

Personal Portfolio Website (Personal)
- Created a website in NextJS, ReactJS, Tailwind CSS and ChartJS and deployed it to Vercel.
- Created animations using Framer Motion.

Sentiment Analysis Algorithm (Internship, Interview Project)
- Created a sentiment analysis algorithm that utilizes basic natural language processing to provide a polarizing weightage (in percentage) to tweets extracted from Twitter.
- Coded the algorithm in python and used libraries like nltk (for NLP), pandas (for dataframes) and Tweepy (for extracting tweets from specific accounts using the Twitter API).

E-store Website (Academic, Group Project)
- Designed an e-store website using Angular, Tailwind CSS for the frontend, and Java Spring Boot for the backend.
- Managed user and product data in separate JSON documents.

Java TCP/UDP Server (Academic)
- Implemented a TCP ServerSocket server in Java, accommodating GET and POST requests from a client.
- Enhanced server performance through UDP server packets to transfer large data files.

Encryption Messenger Server (Academic)
- Built a C# HTTPS server utilizing asynchronous code and REST API requests.
- Implemented RSA encryption for secure message transmission.

Movie Catalogue Simulation (Academic)
- Created a CLI Python application using PostgreSQL and SQL queries to perform CRUD operations.
- Performed Exploratory Data Analysis on synthetic, non-trivial data using Pandas, NumPy, and Plotly.

Discord Bot (Personal)
- Developed a Python-based Discord bot capable of outputting phrase-specific data, using the Discord Python library, YTDL, FFMPEG and deployed it to Heroku.

Connected Graph Checker (Academic)
- Developed a Java program using BFS to evaluate the connectivity of a graph, represented by an adjacency list.

Luxo Lamp Graphics Art (Academic)
- Created a primitive 2D image of Luxo the lamp in p5js using tessellation and midpoint drawing algorithm.
- Recreated the art in 3D by creating a model in blender using 3D coordinates in blender to WebGL.

Ball Bouncing Game (Personal)
- Created a simple ball bouncing game in Unity; involved avoiding block enemies as a ball protagonist.
- Coded all the logic for the game in C#.

Visual Path Finder (Academic)
- Developed an AI algorithm in python that uses A* Heuristics to find paths by pixel coordinates for an image.

[More projects available on LinkedIn]