

Abdul Aahad Vakani

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EDUCATION

DEPAUW UNIVERSITY

BA IN COMPUTER SCIENCE

Expected May 2026 | Greencastle, IN

Honor's Program

Dean's List

DEPAUW UNIVERSITY

BA IN ENGLISH WRITING

May 2026 | Greencastle, IN

Honor's Program

Dean's List

LINKS

Github:// [aavrar](#)

LinkedIn:// [aahadvakani](#)

COURSEWORK

UNDERGRADUATE

Data Structures

Theory of Computation

Machine Learning

Object-Oriented Software Dev

Data Mining

Calculus II

AWARDS AND

ACCOMPLISHMENTS

Presidential Ambassador

Dean's List

Honor's Program

SKILLS

LANGUAGES

Java • C • C++ • Javascript • Python •

CSS • HTML

SYSTEMS TOOLS

Embedded Linux, RTOS (theoretical), Git,

FastAPI, React.js, AWS, scikit-learn,

matplotlib, pandas, GridSearchCV,

PyTorch, TensorFlow

SCRIPTING

Python, Bash

HARDWARE PROTOCOLS

Experience with Ethernet, CAN (academic exposure), device abstraction

DATABASE TOOLS

SQLite, JSON-based file I/O (custom pipelines)

EXPERIENCE

DEPAUW UNIVERSITY | INFORMATION TECHNOLOGY INTERN

May 2024 – Present | Greencastle, IN

- Automated IT workflows and internal mail sorting, improving ticket resolution speed by 20
- Developed system to route network issues to appropriate teams.
- Supported the university's SSO (Single Sign-On) transition, improving user experience across systems.
- Prepared and deployed hardware to faculty/staff, ensuring continuity of service.

DEPAUW UNIVERSITY | RESIDENT ASSISTANT

Jan 2025 – Present | Greencastle, IN

- Supported crisis management and peer mentorship for 80+ students; analyzed survey data to inform residential IT needs.
- Facilitated conflict resolution and community-building in diverse residential settings.

DEPAUW UNIVERSITY | FIRST YEAR MENTOR

Aug 2024 – Present | Greencastle, IN

- Coordinated academic, career, and tech resource access for 300+ new students in collaboration with IT and Student Life teams.

PROJECTS RESEARCH

INTERACTIVE STORY ENGINE FULL-STACK GAME APPLICATION

May 2025

- Developed a full-stack interactive storytelling engine with procedural content generation.
- Designed RESTful backend in FastAPI to manage game state, commands, and narrative progression.
- Built responsive frontend in React.js with typewriter effects, dynamic UI, and smooth transitions.
- Engineered save/load functionality and modular story templates for flexible narrative structures.
- Implemented intent classification to process natural language commands and drive gameplay logic.
- Supported both web and CLI interfaces; configured secure CORS and robust client-server architecture.

MACHINE LEARNING & DATA ANALYSIS PROJECTS |

INDEPENDENT RESEARCH

Aug 2024 – May 2025 | Greencastle, IN

- Implemented ML models (KNN, RF, SVM, MLP, etc.) to classify and analyze text/image data.
- Used k-fold cross-validation, GridSearchCV, and visualized results using matplotlib/pandas.
- Created reports and dashboards to explain performance metrics to non-technical audiences.
- Analyzed sociolinguistic code-switching data; created reports/presentations.