

Abhigya Sinha

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EDUCATION

Rutgers University

B.S. in Computer Science and Data Science

New Brunswick, NJ

Expected Graduation - May 2026

Relevant Coursework

September 2022 - Present

- Computer Architecture, Combinatorics, Data Structures, Linear Algebra

School Organizations

September 2023 - Present

- Rutgers Entrepreneurial Society - Pod Manager: Lead and manage the club's programs and communication services. - Organize and execute entrepreneurial events, workshops, and seminars. - Maintain the club's online presence through social media, email newsletters, and the official website. - Collaborate with a diverse team to encourage innovation among members.
- Undergraduate Student Alliance of Computer Science: Engaged with peers who share a passion for technology. - Stay updated on industry trends and opportunities.
- Rutgers Mobile App Development - Participated as a mentee in the Accelerator Program. - Developed and deployed mobile app projects using React and Node.js. - Gained practical experience in real-world, collaborative settings.
- Rutgers Organization of Cloud Computing - Work on implementing and deploying Virtual Machines and EC2 Instances. - Enhance understanding of cloud technologies and infrastructure.

PROJECTS

Fitness Aid App | Dart, JavaScript, Terraform, Azure

October 2023 - Present

- Developed a fitness aid mobile app using Flutter, enabling users to create and share personalized workout splits
- Integrated Figma for designing user-friendly interfaces, prioritizing aesthetics and usability.
- Implemented REST APIs in Flutter for efficient communication and data exchange within the app.
- Employed Azure as the database solution to ensure secure and scalable data storage for the application

Ngrams Word Prediction | Java

May 2023 - June 2023

- Developed a program implementing data structures to predict subsequent user input
- Utilized FileReader and BufferedReader to read files
- Leveraged the Ngrams library

Pong | Java, JavaSwing

August 2023 - September 2023

- Designed a Pong game using JavaSwing API
- Uses graphics 2D to implement the window, main menu, the ball, and the players
- Implemented the keyListener and mouseListener function to source key maps and controls for the player

Pokedex | React, JavaScript, GCP

October 2023 - November 2023

- Integrates with the PokeAPI to dynamically fetch comprehensive Pokémon data based on user-supplied input.
- Utilizes asynchronous functions and the fetch API to efficiently retrieve information such as name, image, types, and moves.
- Implements core React Native components, including TextInput for user input, Button for triggering API requests, and ScrollView for seamless content display.
- Enhances user experience with TouchableWithoutFeedback to dismiss the keyboard, ensuring a smoother interaction flow.
- Deployed on GCP

Weather App | React, JavaScript

October 2023 - Present

- Engineered a responsive React Weather App, integrating the OpenWeatherMap API for real-time weather data.
- Ensured cross-browser and cross-device compatibility for a seamless deployment experience.
- Implemented efficient state management using functional components and React hooks.
- Demonstrated proficiency in leveraging third-party APIs to deliver dynamic content.
- Designed an intuitive user interface, featuring a dynamic city list component (CityList) to enhance user interaction.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML, Dart, Terraform

Frameworks: Flutter, React, Node.js

Developer Tools: Git, Docker, Visual Studio, AWS, Azure, Linux, GCP