

ADITYA SHYLESH

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<http://github.com/adishy>



PROFILE

I am a college freshman studying Computer Science looking to expand my skillset and gain experience in the industry while concurrently augmenting my understanding of the subject.

COMPUTING INTERESTS

I am primarily interested in learning how conceptual aspects of Computer Science can be applied to difficult real-world problems and how robust and elegant solutions can be reached and would like to gain some experience in collaborating to build non-trivial software projects. I am also interested in exploring (formal) languages and grammars as well as natural language processing and would like to gain some insight into how problems in this domain are modelled and resolved effectively.

QUALIFICATIONS SUMMARY

Can design, implement, test and debug large scale programming projects (1000+ lines of code) in various programming languages

Can design, implement and maintain websites as well as tools and services on the web

Extensive experience with graphic design and video production

RELEVANT SKILLS

Languages: C++, Python, JavaScript (in tandem with HTML5 / CSS3), PHP, Bash, Java (and Android development), SQL

Frameworks/Libraries: jQuery, Apache Cordova, Firebase, Qt (C++)

Graphic design tools: I primarily use Adobe After Effects and Adobe Premiere for video composition and editing and use Adobe Photoshop to design any assets used

Other: Informal experience with hardware programming, primarily with the Arduino microcontroller platform

EDUCATION

High School

(2014-2017)

Indian School Al Ghubra (Sultanate of Oman)

Science: Physics, Chemistry, Math, Computer Science

CBSE AISSCE 2017: 91%

University

(2017 – Current)

University of Michigan (Ann Arbor)

Bachelor of Science for Computer Science: Expected Graduation 2021

First Year:

Completed relevant courses on Introductory Computer Science and Programming ([EECS 183](#)), Programming and Data Structures ([EECS 280](#)) and Discrete Mathematics ([EECS 203](#))

GPA: 3.67

PROJECTS

High School

Produced and edited several videos for my high school (<http://smolr.ml/ca18dfc>)

Created and maintained a website for a school event (a high school Model United Nations conference) (<http://overlyliteral.com/projects/ISGMUNC/>)

University:

Wrote a multi-threaded, networked Connect Four game with a graphical user interface in C++ and coordinated with a four-person team as part of the final project for the EECS 183 course.

Implemented several command line utilities such as a small statistics library and a seam carving image processing tool as part of the coursework for the EECS 280 class. Also designed and implemented a naïve Bayesian text classifier as part of a larger project for this course.

Personal Projects:

Smolr: An online URL shortening service (<http://smolr.ml>)

Codr: An online C++ coding tool with real time collaboration features similar to Google Docs (<http://overlyliteral.com/codr>)

Various other smaller command line utilities and desktop GUI frontends and games