

# ADITI KHARE

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## EDUCATION

**University of Michigan (UM) - Computer Science & Engineering B.S.E**

**2019 - present**

Graduating April 2023, Philosophy Minor

- GPA: 3.7 / 4
- Major GPA: 3.71 / 4

Relevant Courses: Data Structures & Algorithms, Discrete Math, Multivariable & Vector Calculus, Statistics & Probability, Web Systems, Intro to Graphic Design, Physics, Intro to Animation (Fall 2021), Linear Algebra (Fall 2021)

(Activities: Detroit Partnership Volunteer, RonaldMcDonald House Volunteer)

## EXPERIENCE

**Software Engineering Intern (Web Development)** at Center for Academic Innovation

**May 2021 - present**

- Worked as a full-stack web developer on applications used by over 3 million users: Michigan Online (online course platform) and ViewPoint (public policy simulation platform)
- Responsible for developing x+ features in production, such as automated emails with python, and fixing x+ bugs
- Tools: Python(Django), Javascript(Vue.js, JQuery), SQL(PostgreSQL, mySQL)

**Data Science Research Assistant** at UM Institute for Social Research

**Oct 2020 - May 2021**

Project titled "The Effect of Disaster-Induced Displacement on Social Behavior: The Case of Hurricane Harvey" under Professor Christopher Farris

- Responsible for hand-tagging 11,000+ social media posts in Google Sheets
- Single-handedly wrote python script for NLP Tweet classifier to classify & sentiment predict GB of posts
- Programmed classification w/ OLS Regression & Multinomial Naive Bayes models and NLP sentiment prediction w/ bag-of-words using python libraries sklearn and numPy

## SKILLS

- Programming Languages: Python, C++, Javascript, HTML/CSS, SQL
- Tools: Git, Linux, Shell Scripting, Makefile
- Web Frameworks: Django, React.js, Flask, Vue.js, JQuery
- Graphics Frameworks: p5.js, processing.py, WebGL
- Spoken Languages: Proficient in Spanish, Hindi
- Other Applications: MS Excel & Google Sheets, Adobe Illustrator & Photoshop

## PROJECTS

**Generative Art Animations**, processing.py, p5.js, WebGL

**June 2021 - Present**

- Personal project: programmed a liquid simulator, a music visualizer, rainbow lines that draw themselves, an object generator + more by experimenting w/ generative art frameworks & algorithms such as Perlin Noise

**MotivBot Generator** Python (*spaCy, pillow*)

**Nov - Dec 2019**

- Created an AI-bot that generates original motivational quotes on a scenic background
- Implemented and utilized unigrams, bigrams, trigrams, a duplication checker, grammatical and punctuation rules using Part of Speech NLP as heuristics

**Game: Mr. TumbleWeed** Python (*pygame framework*)

**Feb - March 2021**

- Personal project: you play as Mr. TumbleWeed, and try to avoid the tumbleweeds moving on the screen.

**Flickr Meme Application** React.js, HTML, CSS

**March 2021**

- Personal project: queries the flickr photo search API, then allows users to search image, select an images, then put their own captions on the image

**aditikhare.com** HTML, CSS, JQuery.

**March 2021 - Present**

- My personal portfolio website, built from scratch

## HONORS & AWARDS

**Society of Women Engineers, Member**

**Sept 2019 - present**

**JP Morgan & Chase EECS 183 Showcase Session Winner**

**Dec 2019**

- Created AI-bot quote generator in group of 4 for class final project
- Chosen by JP Morgan & Chase and UM computer science staff out of 400 other projects