

# ADITI THANEKAR

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## EDUCATION

University of California, Riverside - **Computer Science Bachelor of Science(June 2025) + Masters of Science(2026)**

**Relevant Courses:** Data Structures and Algorithms, Intro to AI, Discrete Structures, Computer Architecture

## EXPERIENCE

**Computing-NIF Intern - Lawrence Livermore National Laboratory**

**June 2024 - Present**

- Developed “macro” component feature for VBL++ laser simulation interface using C++
- Worked closely with physicists to ensure the software met their functional requirements and scientific specifications.
- Wrote documentation and training materials in LaTeX for users to learn to use the new component
- Attended seminars to understand the mechanics of NIF laser relevant to project, as well as parallel computing

**Chief Grader - Data Structures and Algorithms (CS010C)**

**April 2023 - Present**

[github.com/aditithanekar/Canvas-LMS-Web-Scraper](https://github.com/aditithanekar/Canvas-LMS-Web-Scraper)

- Managed gradebook for 250+ students across 3 sections, and delegated tasks to ensure a timely release of grades
- Developed Python(pandas, regex) program to map students’ scores to gradebook, increasing input efficiency >80%
- Holds in-person demo hours 3 times a week, alongside Professor to assess student’s understanding of the code
- Grades C++ code quality to judge the strengths and weaknesses of students’ code

## PROJECTS

**Personal Portfolio Website ([aditithanekar.github.io](https://aditithanekar.github.io))**

**June 2021 - Present**

- I planned and designed all the scalable vector graphic assets in Adobe Illustrator and created a wireframe in Figma
- Constructed a website using HTML, CSS, with GSAP animations and hover effects, hosted through GitHub Pages

**Hackathon Website - ACM Software Development Team**

**July 2023- October 2023**

[github.com/acm-ucr/hackathon-website](https://github.com/acm-ucr/hackathon-website)

- I expanded the functionality and front end for a NextJS and TailwindCSS website to be repurposed for hackathons
- Worked with 15+ team members in a GitHub repo with a continuous integration workflow, and weekly meetings

**My Favorite Story(a role-play game) ([github.com/aditithanekar/My-Favorite-Story](https://github.com/aditithanekar/My-Favorite-Story))**

**June 2023**

- I implemented classes, tests, backend, and frontend of game in C++, debugging using Valgrind and GoogleTest
- I hosted scrum meetings, completed sprints each week, and delegated tasks on a Kanban board with a team of 4

**Cutie Hack 2022- “Cutie Saves The World”**

**November 2022**

- Designed assets and backgrounds with PixilArt, and implemented player menu in C# and Unity for a platformer game
- I collaborated with a team of 4 others, and we were awarded 2nd Place Overall

## RESEARCH & RECOGNITION

**UCR Programming Challenge Ada Award Winner (Highest Scoring Female for Undergraduate)**

**October 2023**

**Bioinformatic Researcher; Aspiring Scholars Directed Research Program**

**June 2021 - November 2021**

- Implemented a program to normalize data and order by p-value to find significantly expressed genes in R
- Created dot plots and gene-set enrichment maps, and found a pattern in change in taste perception phenotype
- Led meetings alongside an advisor to interpret plot data and debug code
- Presented at Global Alliance for Genomics and Health 9th Plenary Meeting and SCCUR

## LEADERSHIP EXPERIENCE

**Girls Who Code Club President, Main Hackathon Organizer, Washington High School**

**September 2020 - June 2022**

- Created lesson plans and taught web development meetings to over 25 members using HTML, CSS and Figma
- Organized and emceed a school-wide hackathon for online(2021) and in-person(2022) and mentored groups

**Wind Ensemble Percussion Section Leader/Marching Band Drum Captain, Washington High School**

**2018 - 2022**

## PROFESSIONAL AFFILIATIONS AND INVOLVEMENT - UC Riverside

**Association for Computing Machinery(ACM), Society of Women Engineers(SWE), UCR Salsa Club**

## TECHNICAL SKILLS

**Software and Tools:** Adobe Illustrator, Figma, Github, Autodesk Maya, VSCode, GTest, SolidWorks(CAD), LC3

**Languages:** C++, Python, Java, R, HTML, CSS, C#/Unity, Swift